Bad Word Filter PRO

Hearing is understanding

API

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Namespace Index

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3.1 Class List

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    Various extension methods.

4.2 Crosstales.BWF Namespace Reference

Classes

- class BWFManager

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4.3 Crosstales.BWF.Data Namespace Reference

Classes

- class Source

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4.4 Crosstales.BWF.Demo Namespace Reference

Classes

- class GUIMain

    Main GUI controller.
- class GUISource

    Generates a scrollable list of sources.
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4.5   Crosstales.BWF.EditorExtension Namespace Reference

Classes

- class BadWordManagerEditor

    Custom editor for the 'BadWordManager'-class.
- class BadWordProviderTextEditor

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- class BaseProviderEditor

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- class BWFManagerEditor

    Custom editor for the 'BWFManager'-class.
- class CapitalizationManagerEditor

    Custom editor for the 'CapitalizationManager'-class.
- class DomainManagerEditor

    Custom editor for the 'DomainManager'-class.
- class DomainProviderTextEditor

    Custom editor for the 'DomainProviderText'-class.
- class PunctuationManagerEditor

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4.6   Crosstales.BWF.EditorIntegration Namespace Reference

Classes

- class BWFGameObject

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    Base class for editor windows.
- class ConfigPreferences

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- class ConfigWindow

    Editor window extension.

4.7   Crosstales.BWF.EditorTask Namespace Reference

Classes

- class AAAConfigLoader

    Loads the configuration at startup.
- class AutoInitialize

    Automatically adds the necessary BWF-prefabs to the current scene.
- class CompileDefines

    Adds the given define symbols to PlayerSettings define symbols.
- class Launch

    Show the configuration window on the first launch.
- class SetupResources

    Copies all resources to 'Editor Default Resources'.
- class UpdateCheck

    Checks for updates of the asset.

Enumerations

- enum UpdateStatus {
  NOT_CHECKED, **NO_UPDATE**, **UPDATE**, **UPDATE_PRO**,
  UPDATE_VERSION, **DEPRECATED**, **V2019** }

  All possible update stati.

4.7.1   Enumeration Type Documentation

4.7.1.1   UpdateStatus

`enum` `Crosstales.BWF.EditorTask.UpdateStatus` `[strong]`

All possible update stati.

4.8   Crosstales.BWF.EditorUtil Namespace Reference

Classes

- class EditorConfig

  Editor configuration for the asset.

- class EditorConstants

  Collected editor constants of very general utility for the asset.

- class EditorHelper

  Editor helper class.

4.9   Crosstales.BWF.Filter Namespace Reference

Classes

- class BadWordFilter

  Filter for bad words. The class can also replace all bad words inside a string.

- class BaseFilter

  Base class for all filters.

- class CapitalizationFilter

  Filter for excessive capitalization. The class can also replace all capitalizations inside a string.

- class DomainFilter

  Filter for domains. The class can also replace all domains inside a string.

- interface IFilter

  Interface for all filters.

- class PunctuationFilter

  Filter for excessive punctuation. The class can also replace all punctuations inside a string.

4.10   Crosstales.BWF.Manager Namespace Reference

Classes

- class BadWordManager

    Manager for for bad words.

- class BaseManager

    Base class for all managers.

- class CapitalizationManager

    Manager for excessive capitalization.

- class DomainManager

    Manager for domains.

- class PunctuationManager

    Manager for excessive punctuation.

4.11   Crosstales.BWF.Model Namespace Reference

Classes

- class BadWords

    Model for a source of bad words.

- class Domains

    Model for a source of domains.

Enumerations

- enum ManagerMask {
  None = 0, **All** = 1, **BadWord** = 2, **Domain** = 4,
  Capitalization = 8, **Punctuation** = 16 }

    Enum for all available managers.

4.11.1   Enumeration Type Documentation

4.11.1.1   ManagerMask

enum Crosstales.BWF.Model.ManagerMask   [strong]

Enum for all available managers.

4.12   Crosstales.BWF.PlayMaker Namespace Reference

Classes

- class BaseBWFEditor

  Base-class for custom editors.
- class ContainsEditor

  Custom editor for the ContainsString-action.
- class MarkStringEditor

  Custom editor for the MarkString-action.
- class MarkUIEditor

  Custom editor for the MarkUI-action.
- class ReplaceStringEditor

  Custom editor for the ReplaceString-action.
- class ReplaceUIEditor

  Custom editor for the ReplaceUI-action.

4.13   Crosstales.BWF.Provider Namespace Reference

Classes

- class BadWordProvider

  Base class for bad word providers.
- class BadWordProviderText

  Text-file based bad word provider.
- class BaseProvider

  Base class for all providers.
- class DomainProvider

  Base class for domain providers.
- class DomainProviderText

  Text-file based domain provider.
- interface IProvider

  Interface for all providers.

4.14   Crosstales.BWF.Util Namespace Reference

Classes

- class Config

  Configuration for the asset.
- class Constants

  Collected constants of very general utility for the asset.
- class Helper

  Various helper functions.

4.15   Crosstales.Common Namespace Reference

4.16   Crosstales.Common.EditorTask Namespace Reference

Classes

- class BaseCompileDefines

    Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

- class BaseSetupResources

    Base for copying all resources to 'Editor Default Resources'.

- class NYCheck

    Checks if a 'Happy new year'-message must be displayed.

- class SetupResources

    Copies all resources to 'Editor Default Resources'.

4.17   Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

    Base for various Editor helper functions.

4.18   Crosstales.Common.Model Namespace Reference

4.19   Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
    Windows, **OSX**, **Linux**, **IOS**,
    Android, **WSA**, **Web**, **Unsupported**,
    MaryTTS }

    All available platforms.

- enum SampleRate {
    _8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
    _48000Hz = 48000 }

    Typical audio sample rates.

4.19.1   Enumeration Type Documentation

4.19.1.1   Platform

enum `Crosstales.Common.Model.Enum.Platform` [strong]

All available platforms.

4.19.1.2   SampleRate

enum `Crosstales.Common.Model.Enum.SampleRate` [strong]

Typical audio sample rates.

4.20   Crosstales.Common.Util Namespace Reference

Classes

- class BackgroundController

  Enables or disable game objects on Android or iOS in the background.

- class BaseConstants

  Base for collected constants of very general utility for the asset.

- class BaseHelper

  Base for various helper functions.

- class CTPlayerPrefs

  Wrapper for the PlayerPrefs.

- class CTProcess

  Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

- class CTProcessStartInfo

  Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStart↩ Info"-class with the most important properties).

- class CTWebClient

  Specialized WebClient.

- class FFTAnalyzer

  FFT analyzer for an audio channel.

- class FreeCam

  A simple free camera to be added to a Unity game object.

- class **NativeMethods**

  Native methods (bridge to Windows).

- class PlatformController

  Enables or disable game objects for a given platform.

- class RandomColor

  Random color changer.

- class RandomRotator

  Random rotation changer.

- class RandomScaler

  Random scale changer.

- class SerializableDictionary

Serializable Dictionary-class for XML.

- class SerializeDeSerialize

  Serialize and deserialize objects to/from binary files.

- class SpectrumVisualizer

  Simple spectrum visualizer.

- class SurviveSceneSwitch

  Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

- class TakeScreenshot

  Take screen shots inside an application.

- class XmlHelper

  Helper-class for XML.

4.21 Crosstales.UI Namespace Reference

Classes

- class Social

  Crosstales social media links.

- class StaticManager

  Static Button Manager.

- class UIDrag

  Allow to Drag the Windows around.

- class UIFocus

  Change the Focus on from a Window.

- class UIHint

  Controls a UI group (hint).

- class UIResize

  Resize a UI element.

- class UIWindowManager

  Change the state of all Window panels.

- class WindowManager

  Manager for a Window.

4.22 Crosstales.UI.Util Namespace Reference

Classes

- class AudioFilterController

  Controller for audio filters.

- class AudioSourceController

  Controller for AudioSources.

- class FPSDisplay

  Simple FPS-Counter.

- class ScrollRectHandler

  Changes the sensitivity of ScrollRects under various platforms.

4.23   HutongGames Namespace Reference

4.24   HutongGames.PlayMaker Namespace Reference

4.25   HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class BaseBWFAction

    Base class for BWF-actions in PlayMaker.
- class BaseBWFActionString

    Base class for BWF-String-actions in PlayMaker.
- class BaseBWFActionUI

    Base class for BWF-UI-actions in PlayMaker.
- class ContainsString

    Contains-action for strings in PlayMaker.
- class MarkString

    Mark-action for strings in PlayMaker.
- class MarkUI

    Mark-action for UI-elements in PlayMaker.
- class ReplaceString

    Replace-action for strings in PlayMaker.
- class ReplaceUI

    Replace-action for UI-elements in PlayMaker.

Chapter 5

Class Documentation

5.1 Crosstales.BWF.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↩
  Task/AAAConfigLoader.cs

5.2 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:
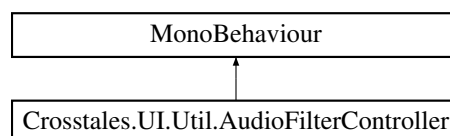
Public Member Functions

- void **Start** ()
- void **Update** ()
- void FindAllAudioFilters ()

    Finds all audio filters in the scene.
- void ResetAudioFilters ()

    Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool FindAllAudioFiltersOnStart = true

    Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[ ] **ReverbFilters**
- AudioChorusFilter[ ] **ChorusFilters**
- AudioEchoFilter[ ] **EchoFilters**
- AudioDistortionFilter[ ] **DistortionFilters**
- AudioLowPassFilter[ ] **LowPassFilters**
- AudioHighPassFilter[ ] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter** = false
- bool **EchoFilter** = false
- bool **DistortionFilter** = false
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter** = false
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter** = false
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.2.1   Detailed Description

Controller for audio filters.

5.2.2   Member Function Documentation

5.2.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

```
void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true
```

Searches for all audio filters in the whole scene (default: true).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/←
  Util/AudioFilterController.cs

5.3 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:

```
        ┌──────────────────────────────────────────────┐
        │              MonoBehaviour                     │
        └──────────────────────────────────────────────┘
                              ▲
        ┌──────────────────────────────────────────────┐
        │   Crosstales.UI.Util.AudioSourceController     │
        └──────────────────────────────────────────────┘
```
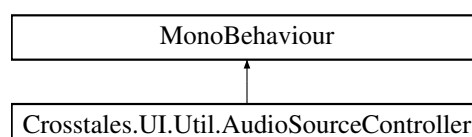
Public Member Functions

- void **Update** ()
- void FindAllAudioSources ()

    Finds all audio sources in the scene.
- void ResetAllAudioSources ()

    Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool FindAllAudioSourcesOnStart = true

    Searches for all AudioSource in the whole scene (default: true).
- AudioSource[ ] AudioSources

    Active controlled AudioSources.
- bool ResetAudioSourcesOnStart = true

    Resets all active AudioSources (default: true).
- bool Mute = false

    Mute on/off (default: false).
- bool Loop = false

    Loop on/off (default: false).
- float Volume = 1f

    Volume of the audio (default: 1)
- float Pitch = 1f

    Pitch of the audio (default: 1).
- float StereoPan = 0f

    Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.3.1   Detailed Description

Controller for AudioSources.

5.3.2   Member Function Documentation

5.3.2.1   FindAllAudioSources()

```
void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

5.3.2.2   ResetAllAudioSources()

```
void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

5.3.3   Member Data Documentation

5.3.3.1   AudioSources

```
AudioSource [] Crosstales.UI.Util.AudioSourceController.AudioSources
```

Active controlled AudioSources.

5.3.3.2   FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true
```

Searches for all AudioSource in the whole scene (default: true).

5.3.3.3   Loop

```
bool Crosstales.UI.Util.AudioSourceController.Loop = false
```

Loop on/off (default: false).

5.3.3.4   Mute

```
bool Crosstales.UI.Util.AudioSourceController.Mute = false
```

Mute on/off (default: false).

5.3.3.5   Pitch

```
float Crosstales.UI.Util.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

```
float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f
```

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

```
float Crosstales.UI.Util.AudioSourceController.Volume = 1f
```

Volume of the audio (default: 1)

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/←
  Util/AudioSourceController.cs

5.4 Crosstales.BWF.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary BWF-prefabs to the current scene.

5.4.1 Detailed Description

Automatically adds the necessary BWF-prefabs to the current scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Task/AutoInitialize.cs

5.5 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:

Public Member Functions

- void **Start** ()
- void **FixedUpdate** ()

Public Attributes

- GameObject[ ] Objects

    Selected objects to disable in the background for the controller.

5.5.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.5.2 Member Data Documentation

5.5.2.1 Objects

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Background↩
Controller.cs

5.6 Crosstales.BWF.Filter.BadWordFilter Class Reference

Filter for bad words. The class can also replace all bad words inside a string.

Inheritance diagram for Crosstales.BWF.Filter.BadWordFilter:

```
        ┌─────────────────────────────────┐
        │   Crosstales.BWF.Filter.IFilter  │
        └─────────────────────────────────┘
                        ▲
        ┌─────────────────────────────────┐
        │  Crosstales.BWF.Filter.BaseFilter │
        └─────────────────────────────────┘
                        ▲
        ┌─────────────────────────────────┐
        │ Crosstales.BWF.Filter.BadWordFilter │
        └─────────────────────────────────┘
```
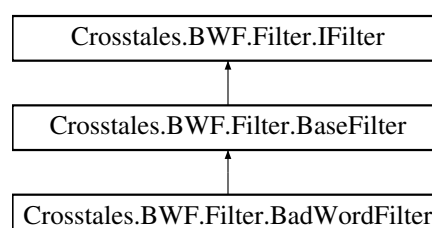
Public Member Functions

- **BadWordFilter** (System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderLTR, System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderRTL, string replace↩ Characters, bool leetSpeak, bool simpleCheck)

    Instantiate the class.
- override bool Contains (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

    Searches and replaces all bad words in a text.

Public Attributes

- string ReplaceCharacters

    Replace characters for bad words.
- bool ReplaceLeetSpeak

    Replace Leet speak in the input string.
- bool SimpleCheck

    Use simple detection algorithm.

Protected Member Functions

- string **replaceLeetToText** (string input)

Properties

- System.Collections.Generic.List< Provider.BadWordProvider > BadWordProviderLTR `[get, set]`

    List of all left-to-right providers.
- System.Collections.Generic.List< Provider.BadWordProvider > BadWordProviderRTL `[get, set]`

    List of all right-to-left providers.
- override bool isReady `[get]`

    Checks the readiness status of the filter.

Additional Inherited Members

5.6.1 Detailed Description

Filter for bad words. The class can also replace all bad words inside a string.

5.6.2 Constructor & Destructor Documentation

5.6.2.1   BadWordFilter()

```
Crosstales.BWF.Filter.BadWordFilter.BadWordFilter (
            System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderLTR,
            System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderRTL,
            string replaceCharacters,
            bool leetSpeak,
            bool simpleCheck )
```

Instantiate the class.

Parameters

badWordProviderLTR	List of all left-to-right providers.
badWordProviderRTL	List of all right-to-left providers.
replaceCharacters	Replace characters for bad words.
leetSpeak	Replace Leet speak in the input string.
simpleCheck	Use simple detection algorithm.

5.6.3   Member Function Documentation

5.6.3.1   Contains()

```
override bool Crosstales.BWF.Filter.BadWordFilter.Contains (
          string text,
          params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.6.3.2   GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.BadWordFilter.GetAll (
          string text,
          params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

>   List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.6.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll (
          string text,
          bool markOnly = false,
          string prefix = "",
          string postfix = "",
          params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

>   Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.6.4   Member Data Documentation

5.6.4.1 ReplaceCharacters

```
string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters
```

Replace characters for bad words.

5.6.4.2 ReplaceLeetSpeak

```
bool Crosstales.BWF.Filter.BadWordFilter.ReplaceLeetSpeak
```

Replace Leet speak in the input string.

5.6.4.3   SimpleCheck

```
bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck
```

Use simple detection algorithm.

5.6.5   Property Documentation

5.6.5.1   BadWordProviderLTR

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWord←
Filter.BadWordProviderLTR  [get], [set]
```

List of all left-to-right providers.

Returns

All left-to-right providers.

5.6.5.2   BadWordProviderRTL

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWord←
Filter.BadWordProviderRTL  [get], [set]
```

List of all right-to-left providers.

Returns

All right-to-left providers.

5.6.5.3   isReady

```
override bool Crosstales.BWF.Filter.BadWordFilter.isReady  [get]
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
  Filter/BadWordFilter.cs

5.7 Crosstales.BWF.Manager.BadWordManager Class Reference

Manager for for bad words.

Inheritance diagram for Crosstales.BWF.Manager.BadWordManager:

```
┌─────────────────────────────────────────┐
│             MonoBehaviour                │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│     Crosstales.BWF.Manager.BaseManager   │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│   Crosstales.BWF.Manager.BadWordManager  │
└─────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()

Static Public Member Functions

- static void Reset ()

    Resets this object.
- static void Load ()

    Loads the current filter with all settings from this object.
- static bool Contains (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- static void ContainsMT (out bool result, string text, params string[ ] sourceNames)

    Searches for bad words in a text (call as thread).
- static System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- static void GetAllMT (out System.Collections.Generic.List< string > result, string text, params string[ ] sourceNames)

    Searches for bad words in a text (call as thread).
- static string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

    Searches and replaces all bad words in a text.
- static void ReplaceAllMT (out string result, string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

    Searches and replaces all bad words in a text (call as thread).
- static string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[ ] sourceNames)

    Marks the text with a prefix and postfix.
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

    Unmarks the text with a prefix and postfix.

Public Attributes

- string ReplaceChars = "∗"

    Replace characters for bad words (default: ∗).
- bool ReplaceLeetSpeak = false

    Replace Leet speak in the input string (default: false).
- bool SimpleCheck = false

    Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words (default: false).
- System.Collections.Generic.List< Provider.BadWordProvider > BadWordProviderLTR

    List of all left-to-right providers.
- System.Collections.Generic.List< Provider.BadWordProvider > BadWordProviderRTL

    List of all right-to-left providers.

Properties

- static string? ReplaceCharacters `[get, set]`

    Replace characters for bad words.
- static bool isReplaceLeetSpeak `[get, set]`

    Replace Leet speak in the input string.
- static bool isSimpleCheck `[get, set]`

    Use simple detection algorithm.
- static bool isReady `[get]`

    Checks the readiness status of the manager.
- static System.Collections.Generic.List< Data.Source > Sources `[get]`

    Returns all sources for the manager.

5.7.1 Detailed Description

Manager for for bad words.

5.7.2 Member Function Documentation

5.7.2.1 Contains()

```
static bool Crosstales.BWF.Manager.BadWordManager.Contains (
          string text,
          params string[] sourceNames ) [static]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

5.7.2.2 ContainsMT()

```
static void Crosstales.BWF.Manager.BadWordManager.ContainsMT (
          out bool result,
          string text,
          params string[] sourceNames )  [static]
```

Searches for bad words in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

5.7.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.BadWordManager.GetAll (
          string text,
          params string[] sourceNames )  [static]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

5.7.2.4 GetAllMT()

```
static void Crosstales.BWF.Manager.BadWordManager.GetAllMT (
          out System.Collections.Generic.List< string > result,
```

```
          string text,
          params string[] sourceNames ) [static]
```

Searches for bad words in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

5.7.2.5   Load()

```
static void Crosstales.BWF.Manager.BadWordManager.Load ( ) [static]
```

Loads the current filter with all settings from this object.

5.7.2.6   Mark()

```
static string Crosstales.BWF.Manager.BadWordManager.Mark (
          string text,
          bool replace = false,
          string prefix = "<b><color=red>",
          string postfix = "</color></b>",
          params string[] sourceNames ) [static]
```

Marks the text with a prefix and postfix.

Parameters

text	Text containing bad words
replace	Replace the bad words (default: false, optional)
prefix	Prefix for every found bad word (default: bold and red, optional)
postfix	Postfix for every found bad word (default: bold and red, optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

5.7.2.7   ReplaceAll()

```
static string Crosstales.BWF.Manager.BadWordManager.ReplaceAll (
          string text,
```

```
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames ) [static]
```

Searches and replaces all bad words in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.7.2.8 ReplaceAllMT()

```
static void Crosstales.BWF.Manager.BadWordManager.ReplaceAllMT (
            out string result,
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames ) [static]
```

Searches and replaces all bad words in a text (call as thread).

Parameters

result	out-parameter: clean text
text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

5.7.2.9 Reset()

```
static void Crosstales.BWF.Manager.BadWordManager.Reset ( ) [static]
```

Resets this object.

5.7.2.10 Unmark()

```
static string Crosstales.BWF.Manager.BadWordManager.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )  [static]
```

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked bad words
prefix	Prefix for every found bad word (default: bold and red, optional)
postfix	Postfix for every found bad word (default: bold and red, optional)

Returns

Text with unmarked bad words

5.7.3 Member Data Documentation

5.7.3.1 BadWordProviderLTR

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWord←
Manager.BadWordProviderLTR
```

List of all left-to-right providers.

5.7.3.2 BadWordProviderRTL

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWord←
Manager.BadWordProviderRTL
```

List of all right-to-left providers.

5.7.3.3 ReplaceChars

```
string Crosstales.BWF.Manager.BadWordManager.ReplaceChars = "∗"
```

Replace characters for bad words (default: ∗).

5.7.3.4 ReplaceLeetSpeak

```
bool Crosstales.BWF.Manager.BadWordManager.ReplaceLeetSpeak = false
```

Replace Leet speak in the input string (default: false).

5.7.3.5 SimpleCheck

```
bool Crosstales.BWF.Manager.BadWordManager.SimpleCheck = false
```

Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words (default: false).

5.7.4 Property Documentation

5.7.4.1 isReady

```
bool Crosstales.BWF.Manager.BadWordManager.isReady  [static], [get]
```

Checks the readiness status of the manager.

Returns

True if the manager is ready.

5.7.4.2 isReplaceLeetSpeak

```
bool Crosstales.BWF.Manager.BadWordManager.isReplaceLeetSpeak  [static], [get], [set]
```

Replace Leet speak in the input string.

5.7.4.3 isSimpleCheck

```
bool Crosstales.BWF.Manager.BadWordManager.isSimpleCheck  [static], [get], [set]
```

Use simple detection algorithm.

5.7.4.4 ReplaceCharacters

string? Crosstales.BWF.Manager.BadWordManager.ReplaceCharacters [static], [get], [set]

Replace characters for bad words.

5.7.4.5 Sources

System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.BadWordManager.Sources [static], [get]

Returns all sources for the manager.

Returns

List with all sources for the manager

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
  Manager/BadWordManager.cs

5.8 Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference

Custom editor for the 'BadWordManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordManagerEditor:

Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.8.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Extension/BadWordManagerEditor.cs

5.9 Crosstales.BWF.Provider.BadWordProvider Class Reference

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:

```
┌──────────────────────────┐  ┌──────────────────────────────────────┐
│      MonoBehaviour       │  │  Crosstales.BWF.Provider.IProvider    │
└──────────────────────────┘  └──────────────────────────────────────┘
              ▲                              ▲
              └──────────────┬───────────────┘
              ┌──────────────────────────────────┐
              │  Crosstales.BWF.Provider.BaseProvider │
              └──────────────────────────────────┘
                             ▲
              ┌──────────────────────────────────┐
              │ Crosstales.BWF.Provider.BadWordProvider │
              └──────────────────────────────────┘
                             ▲
              ┌──────────────────────────────────────┐
              │ Crosstales.BWF.Provider.BadWordProviderText │
              └──────────────────────────────────────┘
```

Public Member Functions

- override void Load ()

    Loads all sources.

Protected Member Functions

- override void init ()

    Initialize the provider.

Protected Attributes

- readonly System.Collections.Generic.List< Model.BadWords > **badwords** = new System.Collections.↵
  Generic.List<Model.BadWords>()

Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > ExactBadwordsRegex
  [get, protected set]

    Exact RegEx for bad words.
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.Regular↵
  Expressions.Regex > > DebugExactBadwordsRegex [get, protected set]

    Debug-version of "Exact RegEx for bad words".
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > SimpleBadwords
  [get, protected set]

    Simplified version of "RegEx for bad words".

Additional Inherited Members

5.9.1 Detailed Description

Base class for bad word providers.

5.9.2 Member Function Documentation

5.9.2.1 init()

```
override void Crosstales.BWF.Provider.BadWordProvider.init ( )  [protected], [virtual]
```

Initialize the provider.

Implements Crosstales.BWF.Provider.BaseProvider.

5.9.2.2 Load()

```
override void Crosstales.BWF.Provider.BadWordProvider.Load ( )  [virtual]
```

Loads all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

Reimplemented in Crosstales.BWF.Provider.BadWordProviderText.

5.9.3 Property Documentation

5.9.3.1 DebugExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.←
RegularExpressions.Regex> > Crosstales.BWF.Provider.BadWordProvider.DebugExactBadwordsRegex
[get], [protected set]
```

Debug-version of "Exact RegEx for bad words".

5.9.3.2 ExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.←
BWF.Provider.BadWordProvider.ExactBadwordsRegex  [get], [protected set]
```

Exact RegEx for bad words.

5.9.3.3 SimpleBadwords

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string> > Crosstales.↩
BWF.Provider.BadWordProvider.SimpleBadwords  [get], [protected set]
```

Simplified version of "RegEx for bad words".

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
  Provider/BadWordProvider.cs

5.10 Crosstales.BWF.Provider.BadWordProviderText Class Reference

Text-file based bad word provider.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProviderText:
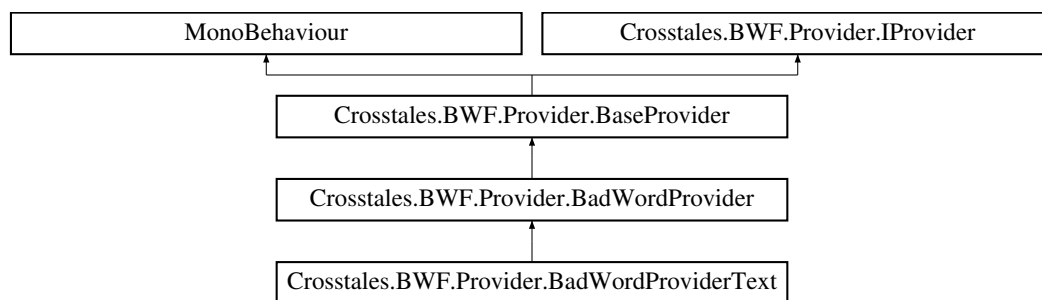
MonoBehaviour	Crosstales.BWF.Provider.IProvider

Crosstales.BWF.Provider.BaseProvider

Crosstales.BWF.Provider.BadWordProvider

Crosstales.BWF.Provider.BadWordProviderText

Public Member Functions

- override void Load ()
    Loads all sources.
- override void Save ()
    Saves all sources.

Additional Inherited Members

5.10.1 Detailed Description

Text-file based bad word provider.

5.10.2 Member Function Documentation

5.10.2.1   Load()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Load ( )   [virtual]
```

Loads all sources.

Reimplemented from Crosstales.BWF.Provider.BadWordProvider.

5.10.2.2   Save()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Save ( )   [virtual]
```

Saves all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/$\hookleftarrow$
  Provider/BadWordProviderText.cs

5.11   Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:

```
┌─────────────────────────────────────────────────────────────┐
│                            Editor                            │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│      Crosstales.BWF.EditorExtension.BaseProviderEditor       │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│  Crosstales.BWF.EditorExtension.BadWordProviderTextEditor    │
└─────────────────────────────────────────────────────────────┘
```
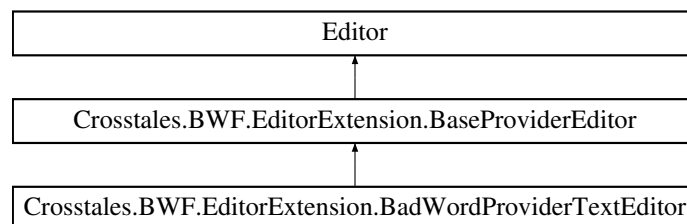
Additional Inherited Members

5.11.1   Detailed Description

Custom editor for the 'BadWordProviderText'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/$\hookleftarrow$
  Extension/BadWordProviderTextEditor.cs

5.12   Crosstales.BWF.Model.BadWords Class Reference

Model for a source of bad words.

Public Member Functions

- BadWords (Data.Source source, System.Collections.Generic.IEnumerable< string > badWordList)

    Instantiate the class.
- override string **ToString** ()

Public Attributes

- Data.Source Source

    Source-object.
- System.Collections.Generic.List< string > BadWordList = new System.Collections.Generic.List<string>()

    List of all bad words (RegEx).

5.12.1   Detailed Description

Model for a source of bad words.

5.12.2   Constructor & Destructor Documentation

5.12.2.1   BadWords()

```
Crosstales.BWF.Model.BadWords.BadWords (
          Data.Source source,
          System.Collections.Generic.IEnumerable< string > badWordList )
```

Instantiate the class.

Parameters

source	Source-object.
badWordList	List of all bad words (RegEx).

5.12.3   Member Data Documentation

5.12.3.1 BadWordList

`System.Collections.Generic.List<string> Crosstales.BWF.Model.BadWords.BadWordList = new System.←`
`Collections.Generic.List<string>()`

List of all bad words (RegEx).

5.12.3.2 Source

`Data.Source Crosstales.BWF.Model.BadWords.Source`

Source-object.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
  Model/BadWords.cs

5.13 HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference

Base class for BWF-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFAction:

Public Member Functions

- override void **OnUpdate** ()

Public Attributes

- FsmEvent **sendEvent**
- Crosstales.BWF.Model.ManagerMask Filter = Crosstales.BWF.Model.ManagerMask.All

  Select the active filter (default: 'All').

- FsmArray Sources

  Relevant sources (e.g. 'english', optional).

- FsmBool EndlessFilter = false

  Enable EndlessFilter-mode (default: false).

- FsmFloat EndlessFilterUpdateTime = 1f

  Defines the update time in EndlessFilter-mode in seconds (default: 1).

Protected Attributes

- float **endlessFilterUpdateTimer** = 0f

5.13.1 Detailed Description

Base class for BWF-actions in PlayMaker.

5.13.2 Member Data Documentation

5.13.2.1 EndlessFilter

```
FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false
```

Enable EndlessFilter-mode (default: false).

5.13.2.2 EndlessFilterUpdateTime

```
FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f
```

Defines the update time in EndlessFilter-mode in seconds (default: 1).

5.13.2.3 Filter

```
Crosstales.BWF.Model.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter = Crosstales.↩
BWF.Model.ManagerMask.All
```

Select the active filter (default: 'All').

5.13.2.4 Sources

```
FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources
```

Relevant sources (e.g. 'english', optional).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
PlayMaker/Scripts/BaseBWFAction.cs

5.14 HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference

Base class for BWF-String-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionString:

```
                        FsmStateAction
                              ↑
        HutongGames.PlayMaker.Actions.BaseBWFAction
                              ↑
     HutongGames.PlayMaker.Actions.BaseBWFActionString
                              ↑
HutongGames.PlayMaker.Actions.MarkString    HutongGames.PlayMaker.Actions.ReplaceString
```

Public Attributes

- FsmString Text
    - *Input string for validation.*
- FsmString OutputText
    - *Output string of the validation (output).*

Additional Inherited Members

5.14.1 Detailed Description

Base class for BWF-String-actions in PlayMaker.

5.14.2 Member Data Documentation

5.14.2.1 OutputText

```
FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText
```

Output string of the validation (output).

5.14.2.2 Text

```
FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text
```

Input string for validation.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
PlayMaker/Scripts/BaseBWFActionString.cs

5.15   HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

Base class for BWF-UI-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:

```
                        ┌──────────────────────────────────────────────────┐
                        │                 FsmStateAction                    │
                        └──────────────────────────────────────────────────┘
                                              ▲
                        ┌──────────────────────────────────────────────────┐
                        │   HutongGames.PlayMaker.Actions.BaseBWFAction     │
                        └──────────────────────────────────────────────────┘
                                              ▲
                        ┌──────────────────────────────────────────────────┐
                        │  HutongGames.PlayMaker.Actions.BaseBWFActionUI    │
                        └──────────────────────────────────────────────────┘
                                              ▲
           ┌──────────────────────────────────────────┐   ┌──────────────────────────────────────────┐
           │  HutongGames.PlayMaker.Actions.MarkUI    │   │  HutongGames.PlayMaker.Actions.ReplaceUI  │
           └──────────────────────────────────────────┘   └──────────────────────────────────────────┘
```

Public Attributes

- InputField Text

    Input field for validation.

- Text OutputText

    Output field of the validation (output).

Additional Inherited Members

5.15.1   Detailed Description

Base class for BWF-UI-actions in PlayMaker.

5.15.2   Member Data Documentation

5.15.2.1   OutputText

Text HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText

Output field of the validation (output).

5.15.2.2 Text

```
InputField HutongGames.PlayMaker.Actions.BaseBWFActionUI.Text
```

Input field for validation.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/$\hookleftarrow$ PlayMaker/Scripts/BaseBWFActionUI.cs

5.16 Crosstales.BWF.PlayMaker.BaseBWFEditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.BWF.PlayMaker.BaseBWFEditor:

Public Member Functions

- override bool **OnGUI** ()

5.16.1 Detailed Description

Base-class for custom editors.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/$\hookleftarrow$ PlayMaker/Editor/BaseBWFEditor.cs

5.17 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:
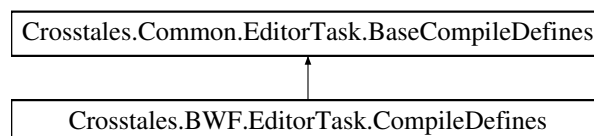
Static Public Member Functions

- static void AddSymbolsToAllTargets (params string[ ] symbols)

  Adds the given symbols to the compiler defines.
- static void RemoveSymbolsFromAllTargets (params string[ ] symbols)

  Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[ ] symbols)
- static void **removeSymbolsFromAllTargets** (params string[ ] symbols)
- static void **setCompileDefines** (string[ ] symbols)

5.17.1   Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.17.2   Member Function Documentation

5.17.2.1   AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
          params string[] symbols )  [static]
```

Adds the given symbols to the compiler defines.

Parameters

symbols	Symbols to add to the compiler defines

5.17.2.2   RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
          params string[] symbols )  [static]
```

Removes the given symbols from the compiler defines.

Parameters

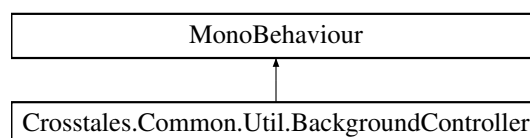|	
symbols	Symbols to remove from the compiler defines

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/Base↩
CompileDefines.cs

5.18   Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:

```
┌─────────────────────────────────────────┐
│ Crosstales.Common.Util.BaseConstants     │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│ Crosstales.BWF.Util.Constants            │
└─────────────────────────────────────────┘
```
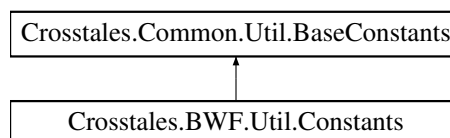
Static Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"

    Author of the asset.
- const string ASSET_AUTHOR_URL = "https://www.crosstales.com"

    URL of the asset author.
- const string ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT"

    URL of the crosstales assets in UAS.
- const string ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"

    URL of the crosstales Discord-channel.
- const string ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"

    URL of the crosstales Facebook-profile.
- const string ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"

    URL of the crosstales Twitter-profile.
- const string ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"

    URL of the crosstales Youtube-profile.
- const string ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"

    URL of the crosstales LinkedIn-profile.
- const string ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011lNGT"

    URL of the 3rd party asset "PlayMaker".
- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"

    URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011lNGT"

    URL of the "DJ" asset.
- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"

    URL of the "File Browser" asset.
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

    URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

    URL of the "Radio" asset.
- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011lNGT"

URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"

    URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT"

    URL of the "Turbo Builder" asset.
- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"

    URL of the "Turbo Switch" asset.
- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"

    URL of the "True Random" asset.
- const int FACTOR_KB = 1024

    Factor for kilo bytes.
- const int FACTOR_MB = FACTOR_KB ∗ 1024

    Factor for mega bytes.
- const int FACTOR_GB = FACTOR_MB ∗ 1024

    Factor for giga bytes.
- const float FLOAT_32768 = 32768f

    Float value of 32768.
- const float FLOAT_TOLERANCE = 0.0001f

    Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

    ToString for two decimal places.
- const string FORMAT_NO_DECIMAL_PLACES = "0"

    ToString for no decimal places.
- const string FORMAT_PERCENT = "0%"

    ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\"

    Path delimiter for Windows.
- const string PATH_DELIMITER_UNIX = "/"

    Path delimiter for Unix.
- static bool DEV_DEBUG = false

    Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

    Kill processes after 5000 milliseconds.
- static string CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"

    Path to the cmd under Windows.
- static bool SHOW_BWF_BANNER = true

    Show the BWF banner.
- static bool SHOW_DJ_BANNER = true

    Show the DJ banner.
- static bool SHOW_FB_BANNER = true

    Show the FB banner.
- static bool SHOW_OC_BANNER = true

    Show the OC banner.
- static bool SHOW_RADIO_BANNER = true

Show the Radio banner.
- static bool SHOW_RTV_BANNER = true

    Show the RTV banner.
- static bool SHOW_TB_BANNER = true

    Show the TB banner.
- static bool SHOW_TPB_BANNER = true

    Show the TPB banner.
- static bool SHOW_TPS_BANNER = true

    Show the TPS banner.
- static bool SHOW_TR_BANNER = true

    Show the TR banner.

Properties

- static string PREFIX_FILE `[get]`

    URL prefix for files.
- static string APPLICATION_PATH `[get]`

    Application path.

5.18.1   Detailed Description

Base for collected constants of very general utility for the asset.

5.18.2   Member Data Documentation

5.18.2.1   ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↩
unity.com/packages/slug/368?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "PlayMaker".

5.18.2.2   ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"  [static]
```

Author of the asset.

5.18.2.3   ASSET_AUTHOR_URL

`const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.↩`
`com"  [static]`

URL of the asset author.

5.18.2.4   ASSET_BWF

`const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.↩`
`com/packages/slug/26255?aid=1011lNGT"  [static]`

URL of the "Badword Filter" asset.

5.18.2.5   ASSET_CT_URL

`const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.↩`
`com/lists/crosstales-42213?aid=1011lNGT"  [static]`

URL of the crosstales assets in UAS.

5.18.2.6   ASSET_DJ

`const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↩`
`com/packages/slug/41993?aid=1011lNGT"  [static]`

URL of the "DJ" asset.

5.18.2.7   ASSET_FB

`const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↩`
`com/packages/slug/98713?aid=1011lNGT"  [static]`

URL of the "File Browser" asset.

5.18.2.8   ASSET_OC

`const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↩`
`com/packages/slug/74688?aid=1011lNGT"  [static]`

URL of the "Online Check" asset.

5.18.2.9   ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↩
com/packages/slug/32034?aid=1011lNGT"  [static]
```

URL of the "Radio" asset.

5.18.2.10   ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↩
com/packages/slug/41068?aid=1011lNGT"  [static]
```

URL of the "RT-Voice" asset.

5.18.2.11   ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↩
gg/ZbZ2sh4"  [static]
```

URL of the crosstales Discord-channel.

5.18.2.12   ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↩
facebook.com/crosstales/"  [static]
```

URL of the crosstales Facebook-profile.

5.18.2.13   ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↩
linkedin.com/company/crosstales"  [static]
```

URL of the crosstales LinkedIn-profile.

5.18.2.14   ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↩
com/crosstales"  [static]
```

URL of the crosstales Twitter-profile.

5.18.2.15   ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↩
com/c/Crosstales"  [static]
```

URL of the crosstales Youtube-profile.

5.18.2.16   ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↩
com/packages/slug/98711?aid=1011lNGT"  [static]
```

URL of the "Turbo Backup" asset.

5.18.2.17   ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↩
com/packages/slug/98714?aid=1011lNGT"  [static]
```

URL of the "Turbo Builder" asset.

5.18.2.18   ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↩
com/packages/slug/60040?aid=1011lNGT"  [static]
```

URL of the "Turbo Switch" asset.

5.18.2.19   ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↩
com/packages/slug/61617?aid=1011lNGT"  [static]
```

URL of the "True Random" asset.

5.18.2.20   CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"
[static]
```

Path to the cmd under Windows.

5.18.2.21 DEV_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false  [static]
```

Development debug logging for the asset.

5.18.2.22 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024  [static]
```

Factor for giga bytes.

5.18.2.23 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024  [static]
```

Factor for kilo bytes.

5.18.2.24 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024  [static]
```

Factor for mega bytes.

5.18.2.25 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f  [static]
```

Float value of 32768.

5.18.2.26 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f  [static]
```

Float tolerance.

5.18.2.27   FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"  [static]
```

ToString for no decimal places.

5.18.2.28   FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"  [static]
```

ToString for percent.

5.18.2.29   FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"  [static]
```

ToString for two decimal places.

5.18.2.30   PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"  [static]
```

Path delimiter for Unix.

5.18.2.31   PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"  [static]
```

Path delimiter for Windows.

5.18.2.32   PROCESS_KILL_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000  [static]
```

Kill processes after 5000 milliseconds.

5.18.2.33   SHOW_BWF_BANNER

`bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true  [static]`

Show the BWF banner.

5.18.2.34   SHOW_DJ_BANNER

`bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true  [static]`

Show the DJ banner.

5.18.2.35   SHOW_FB_BANNER

`bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true  [static]`

Show the FB banner.

5.18.2.36   SHOW_OC_BANNER

`bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true  [static]`

Show the OC banner.

5.18.2.37   SHOW_RADIO_BANNER

`bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true  [static]`

Show the Radio banner.

5.18.2.38   SHOW_RTV_BANNER

`bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true  [static]`

Show the RTV banner.

5.18.2.39   SHOW_TB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true  [static]
```

Show the TB banner.

5.18.2.40   SHOW_TPB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true  [static]
```

Show the TPB banner.

5.18.2.41   SHOW_TPS_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true  [static]
```

Show the TPS banner.

5.18.2.42   SHOW_TR_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true  [static]
```

Show the TR banner.

5.18.3   Property Documentation

5.18.3.1   APPLICATION_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH  [static], [get]
```

Application path.

5.18.3.2 PREFIX_FILE

string Crosstales.Common.Util.BaseConstants.PREFIX_FILE [static], [get]
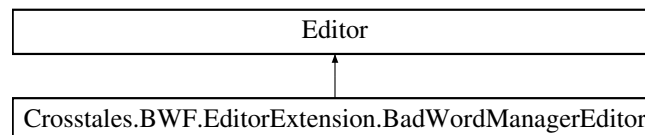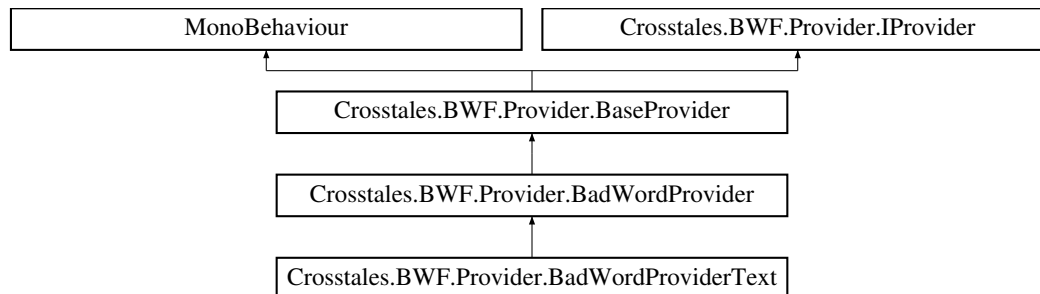
URL prefix for files.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Base↩
Constants.cs

5.19   Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:

```
┌─────────────────────────────────────────────────┐
│       Crosstales.Common.Util.BaseHelper          │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.Common.EditorUtil.BaseEditorHelper   │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│     Crosstales.BWF.EditorUtil.EditorHelper       │
└─────────────────────────────────────────────────┘
```
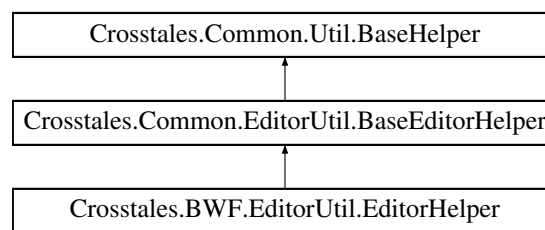
Static Public Member Functions

- static void RestartUnity (string executeMethod="")

    Restart Unity.
- static void SeparatorUI (int space=12)

    Shows a separator-UI.
- static void ReadOnlyTextField (string label, string text)

    Generates a read-only text field with a label.
- static void RefreshAssetDatabase (ImportAssetOptions options=ImportAssetOptions.Default)

    Refreshes the asset database.
- static void InvokeMethod (string className, string methodName, params object[ ] parameters)

    Invokes a public static method on a full qualified class.
- static bool isValidBuildTarget (BuildTarget target)

    Returns the true if the BuildTarget is installed in Unity.
- static string getCLIArgument (string name)

    Returns an argument for a name from the command line.
- static BuildTarget getBuildTargetForBuildName (string build)

    Returns the BuildTarget for a build name, like 'win64'.
- static string getBuildNameFromBuildTarget (BuildTarget build)

    Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > FindAssetsByType< T > ()

    Returns assets for a certain type.

Properties

- static Texture2D **Logo_Asset_BWF** [get]
- static Texture2D **Logo_Asset_DJ** [get]
- static Texture2D **Logo_Asset_FB** [get]
- static Texture2D **Logo_Asset_OC** [get]
- static Texture2D **Logo_Asset_Radio** [get]
- static Texture2D **Logo_Asset_RTV** [get]
- static Texture2D **Logo_Asset_TB** [get]
- static Texture2D **Logo_Asset_TPB** [get]
- static Texture2D **Logo_Asset_TPS** [get]
- static Texture2D **Logo_Asset_TR** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Delete** [get]
- static Texture2D **Icon_Folder** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static Texture2D **Asset_PlayMaker** [get]

Additional Inherited Members

5.19.1 Detailed Description

Base for various Editor helper functions.

5.19.2 Member Function Documentation

5.19.2.1 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.Find↩
AssetsByType< T > ( )  [static]
```

Returns assets for a certain type.

Returns

   List of assets for a certain type.

Type Constraints

   T : Object

5.19.2.2 getBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget (
            BuildTarget build )  [static]
```

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

   The build name for a BuildTarget.

5.19.2.3 getBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName (
            string build )  [static]
```

Returns the BuildTarget for a build name, like 'win64'.

Parameters

build	Build name, like 'win64'

Returns

   The BuildTarget for a build name.

5.19.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
            string name )  [static]
```

Returns an argument for a name from the command line.

Parameters

name	Name for the argument

Returns

> True if the BuildTarget is installed in Unity.

5.19.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
            string className,
            string methodName,
            params object[] parameters )  [static]
```

Invokes a public static method on a full qualified class.

Parameters

className	Full qualified name of the class
methodName	Public static method of the class to execute
parameters	Parameters for the method (optional)

5.19.2.6 isValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (
            BuildTarget target )  [static]
```

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

> True if the BuildTarget is installed in Unity.

5.19.2.7   ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
            string label,
            string text ) [static]
```

Generates a read-only text field with a label.

5.19.2.8   RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
            ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

options	Asset import options (default: ImportAssetOptions.Default, optional).

5.19.2.9   RestartUnity()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
            string executeMethod = "" ) [static]
```

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.19.2.10   SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
            int space = 12 ) [static]
```

Shows a separator-UI.

Parameters

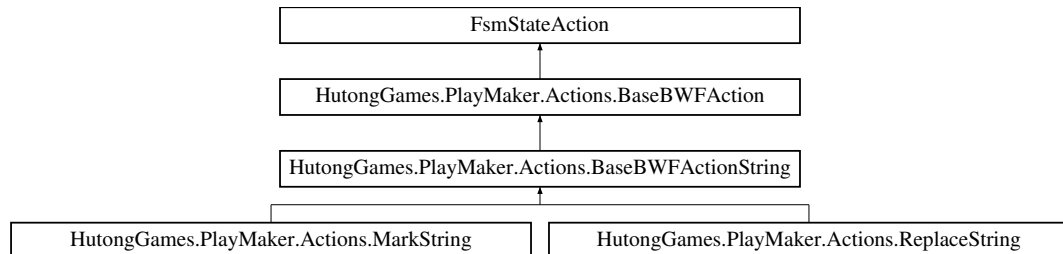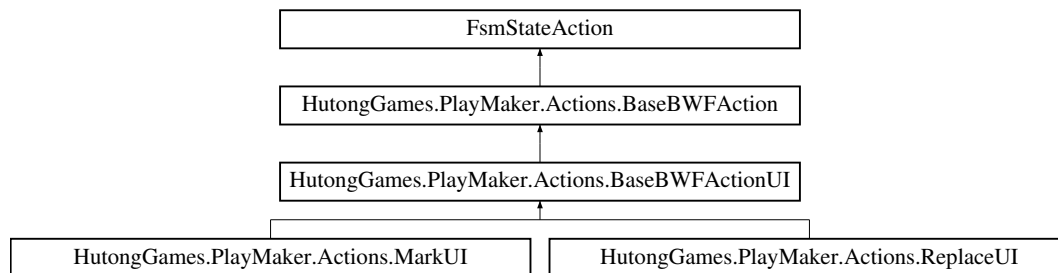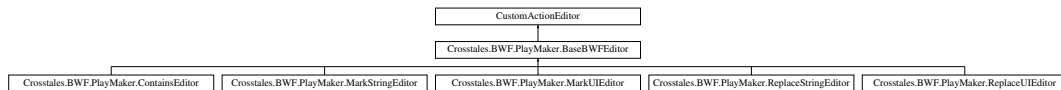| space	Space in pixels between the component and the separator line (default: 12, optional).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/Base↩
  EditorHelper.cs

5.20   Crosstales.BWF.Filter.BaseFilter Class Reference

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:

```
┌─────────────────────────────────────┐
│      Crosstales.BWF.Filter.IFilter   │
└─────────────────────────────────────┘
                    │
┌─────────────────────────────────────┐
│    Crosstales.BWF.Filter.BaseFilter  │
└─────────────────────────────────────┘
```

| Crosstales.BWF.Filter.BadWordFilter | Crosstales.BWF.Filter.CapitalizationFilter | Crosstales.BWF.Filter.DomainFilter | Crosstales.BWF.Filter.PunctuationFilter |
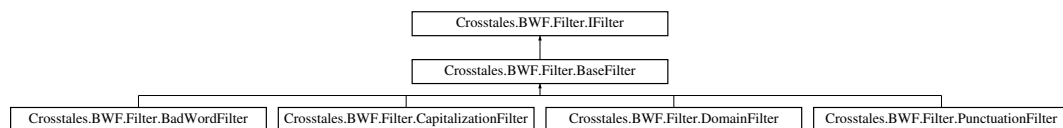
Public Member Functions

- abstract bool Contains (string text, params string[ ] sourceNames)

  Searches for bad words in a text.
- abstract System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  Searches for bad words in a text.
- abstract string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ]
  sourceNames)

  Searches and replaces all bad words in a text.
- virtual string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.
- virtual string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>",
  params string[ ] sourceNames)

  Marks the text with a prefix and postfix.

Static Protected Member Functions

- static void **logFilterNotReady** ()
- static void **logResourceNotFound** (string res)
- static void **logContains** ()
- static void **logGetAll** ()
- static void **logReplaceAll** ()

Protected Attributes

- readonly System.Collections.Generic.Dictionary< string, Data.Source > **sources** = new System.↩
  Collections.Generic.Dictionary<string, Data.Source>()

Properties

- virtual System.Collections.Generic.List< Data.Source > **Sources** [get]
- abstract bool **isReady** [get]

5.20.1 Detailed Description

Base class for all filters.

5.20.2 Member Function Documentation

5.20.2.1 Contains()

```
abstract bool Crosstales.BWF.Filter.BaseFilter.Contains (
            string text,
            params string[] sourceNames )  [pure virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements Crosstales.BWF.Filter.IFilter.

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.CapitalizationFilter, and Crosstales.BWF.Filter.PunctuationFilter.

5.20.2.2 GetAll()

```
abstract System.Collections.Generic.List<string> Crosstales.BWF.Filter.BaseFilter.GetAll (
            string text,
            params string[] sourceNames )  [pure virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements Crosstales.BWF.Filter.IFilter.

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.CapitalizationFilter, and Crosstales.BWF.Filter.PunctuationFilter.

5.20.2.3 Mark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Mark (
          string text,
          bool replace = false,
          string prefix = "<b><color=red>",
          string postfix = "</color></b>",
          params string[] sourceNames )  [virtual]
```

Marks the text with a prefix and postfix.

Parameters

text	Text containing bad words
replace	Replace the bad words (default: false, optional)
prefix	Prefix for every found bad word (default: bold and red, optional)
postfix	Postfix for every found bad word (default: bold and red, optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

> Text with marked domains

Implements Crosstales.BWF.Filter.IFilter.

5.20.2.4 ReplaceAll()

```
abstract string Crosstales.BWF.Filter.BaseFilter.ReplaceAll (
          string text,
          bool markOnly = false,
          string prefix = "",
          string postfix = "",
          params string[] sourceNames )  [pure virtual]
```

Searches and replaces all bad words in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements Crosstales.BWF.Filter.IFilter.

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.PunctuationFilter, and Crosstales.BWF.Filter.CapitalizationFilter.

5.20.2.5 Unmark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )  [virtual]
```

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked bad words
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)

Returns

Text with marked bad words

Implements Crosstales.BWF.Filter.IFilter.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
  Filter/BaseFilter.cs

5.21 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:
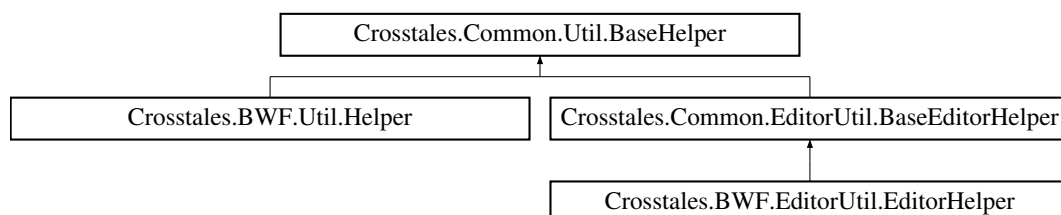
Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)

    Creates a string of characters with a given length.
- static bool hasActiveClip (AudioSource source)

    Determines if an AudioSource has an active clip.
- static bool RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.↩
    X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain
    chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

    HTTPS-certification callback.
- static string ValidatePath (string path, bool addEndDelimiter=true)

    Validates a given path and add missing slash.
- static string ValidateFile (string path)

    Validates a given file.
- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

    Find files inside a path.
- static string[ ] GetDirectories (string path, bool isRecursive=false)

    Find directories inside.
- static string ValidURLFromFilePath (string path)

    Validates a given file.
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

    Cleans a given URL.
- static string ClearTags (string text)

    Cleans a given text from tags.
- static string ClearSpaces (string text)

    Cleans a given text from multiple spaces.
- static string ClearLineEndings (string text)

    Cleans a given text from line endings.
- static System.Collections.Generic.List< string > SplitStringToLines (string text, bool ignoreCommented↩
    Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

    Split the given text to lines and return it as list.
- static string FormatBytesToHRF (long bytes)

    Format byte-value to Human-Readable-Form.
- static string FormatSecondsToHourMinSec (double seconds)

    Format seconds to Human-Readable-Form.
- static Color HSVToRGB (float h, float s, float v, float a=1f)

    Generate nice HSV colors. Based on https://gist.github.com/rje/6206099
- static bool isValidURL (string url)

    Checks if the URL is valid.
- static void FileCopy (string inputFile, string outputFile, bool move=false)

    Copy or move a file.
- static void ShowFileLocation (string file)

    Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms
- static void OpenFile (string file)

    Opens a file with the OS default application. NOTE: only works for standalone platforms
- static string getIP (string host)

    Returns the IP of a given host name.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture**

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex**
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

Properties

- static bool isInternetAvailable `[get]`

  Checks if an Internet connection is available.
- static bool isWindowsPlatform `[get]`

  Checks if the current platform is Windows.
- static bool isMacOSPlatform `[get]`

  Checks if the current platform is OSX.
- static bool isLinuxPlatform `[get]`

  Checks if the current platform is Linux.
- static bool isStandalonePlatform `[get]`

  Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool isAndroidPlatform `[get]`

  Checks if the current platform is Android.
- static bool isIOSPlatform `[get]`

  Checks if the current platform is iOS.
- static bool isTvOSPlatform `[get]`

  Checks if the current platform is tvOS.
- static bool isWSAPlatform `[get]`

  Checks if the current platform is WSA.
- static bool isXboxOnePlatform `[get]`

  Checks if the current platform is XboxOne.
- static bool isPS4Platform `[get]`

  Checks if the current platform is PS4.
- static bool isWebGLPlatform `[get]`

  Checks if the current platform is WebGL.
- static bool isWebPlatform `[get]`

  Checks if the current platform is Web (WebPlayer or WebGL).
- static bool isWindowsBasedPlatform `[get]`

  Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool isWSABasedPlatform `[get]`

  Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool isAppleBasedPlatform `[get]`

  Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool isIOSBasedPlatform `[get]`

  Checks if the current platform is iOS-based (iOS or tvOS).
- static bool isEditor `[get]`

  Checks if we are inside the Editor.
- static bool isWindowsEditor `[get]`

  Checks if we are inside the Windows Editor.
- static bool isMacOSEditor `[get]`

  Checks if we are inside the macOS Editor.
- static bool isLinuxEditor `[get]`

Checks if we are inside the Linux Editor.

- static bool isEditorMode [get]

  Checks if we are in Editor mode.

- static bool isIL2CPP [get]

  Checks if the current build target uses IL2CPP.

- static Model.Enum.Platform? CurrentPlatform [get]

  Returns the current platform.

- static string StreamingAssetsPath [get]

  Returns the path to the the "Streaming Assets".

5.21.1 Detailed Description

Base for various helper functions.

5.21.2 Member Function Documentation

5.21.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (
          string url,
          bool removeProtocol = true,
          bool removeWWW = true,
          bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

url	URL to clean
removeProtocol	Remove the protocol, e.g. http:// (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

Returns

Clean URL

5.21.2.2 ClearLineEndings()

```
static string Crosstales.Common.Util.BaseHelper.ClearLineEndings (
          string text ) [static]
```

Cleans a given text from line endings.

Parameters

text	Text to clean.

Returns

Clean text without line endings.

5.21.2.3   ClearSpaces()

```
static string Crosstales.Common.Util.BaseHelper.ClearSpaces (
          string text )  [static]
```

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

Clean text without multiple spaces.

5.21.2.4   ClearTags()

```
static string Crosstales.Common.Util.BaseHelper.ClearTags (
          string text )  [static]
```

Cleans a given text from tags.

Parameters

text	Text to clean.

Returns

Clean text without tags.

5.21.2.5   CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
          string replaceChars,
          int stringLength )  [static]
```

Creates a string of characters with a given length.

Parameters

replaceChars	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
stringLength	Length of the generated string

Returns

Generated string

5.21.2.6   FileCopy()

```
static void Crosstales.Common.Util.BaseHelper.FileCopy (
            string inputFile,
            string outputFile,
            bool move = false )  [static]
```

Copy or move a file.

Parameters

inputFile	Input file path
outputFile	Output file path
move	Move file instead of copy (default: false, optional)

5.21.2.7   FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
            long bytes )  [static]
```

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.21.2.8   FormatSecondsToHourMinSec()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec (
            double seconds )  [static]
```

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.21.2.9 GetDirectories()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
            string path,
            bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

path	Path to find the directories
isRecursive	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occured.

5.21.2.10 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
            string path,
            bool isRecursive = false,
            params string[] extensions ) [static]
```

Find files inside a path.

Parameters

path	Path to find the files
isRecursive	Recursive search (default: false, optional)
extensions	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.21.2.11 getIP()

```
static string Crosstales.Common.Util.BaseHelper.getIP (
            string host ) [static]
```

Returns the IP of a given host name.

Parameters

host	Host name

Returns

IP of a given host name.

5.21.2.12 hasActiveClip()

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (
            AudioSource source )  [static]
```

Determines if an AudioSource has an active clip.

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.21.2.13 HSVToRGB()

```
static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (
            float h,
            float s,
            float v,
            float a = 1f )  [static]
```

Generate nice HSV colors. Based on https://gist.github.com/rje/6206099

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

5.21.2.14 isValidURL()

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
            string url ) [static]
```

Checks if the URL is valid.

Parameters

url	URL to check

Returns

> True if the URL is valid.

5.21.2.15 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
            string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

file	File path

5.21.2.16 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (
            System.Object sender,
            System.Security.Cryptography.X509Certificates.X509Certificate certificate,
            System.Security.Cryptography.X509Certificates.X509Chain chain,
            System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.21.2.17 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
            string file ) [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

Parameters

file	File path

5.21.2.18   SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseString←
ToLines (
            string text,
            bool ignoreCommentedLines = true,
            int skipHeaderLines = 0,
            int skipFooterLines = 0 )  [static]
```

Split the given text to lines and return it as list.

Parameters

text	Complete text fragment
ignoreCommentedLines	Ignore commente lines (default: true, optional)
skipHeaderLines	Number of skipped header lines (default: 0, optional)
skipFooterLines	Number of skipped footer lines (default: 0, optional)

Returns

Splitted lines as array

5.21.2.19   ValidateFile()

```
static string Crosstales.Common.Util.BaseHelper.ValidateFile (
            string path )  [static]
```

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.21.2.20   ValidatePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidatePath (
            string path,
            bool addEndDelimiter = true )  [static]
```

Validates a given path and add missing slash.

Parameters

path	Path to validate
addEndDelimiter	Add delimiter at the end of the path (optional, default: true)

Returns

Valid path

5.21.2.21   ValidURLFromFilePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath (
            string path )  [static]
```

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.21.3   Member Data Documentation

5.21.3.1   BaseCulture

```
readonly System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture  [static]
```

Initial value:
=
```
        new System.Globalization.CultureInfo("en-US")
```

5.21.3.2 cleanSpacesRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanSpaces↩
Regex [static], [protected]

Initial value:
=
```
new System.Text.RegularExpressions.Regex(@"\s+")
```

5.21.3.3 cleanTagsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanTagsRegex
[static], [protected]

Initial value:
=
```
new System.Text.RegularExpressions.Regex(@"<.*?>")
```

5.21.3.4 lineEndingsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.lineEndings↩
Regex [static], [protected]

Initial value:
=
```
new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
```

5.21.4 Property Documentation

5.21.4.1 CurrentPlatform

Model.Enum.Platform? Crosstales.Common.Util.BaseHelper.CurrentPlatform [static], [get]

Returns the current platform.

Returns

The current platform.

5.21.4.2 isAndroidPlatform

`bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform [static], [get]`

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.21.4.3 isAppleBasedPlatform

`bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform [static], [get]`

Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).

Returns

True if the current platform is Apple-based (macOS standalone, iOS or tvOS).

5.21.4.4 isEditor

`bool Crosstales.Common.Util.BaseHelper.isEditor [static], [get]`

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.21.4.5 isEditorMode

`bool Crosstales.Common.Util.BaseHelper.isEditorMode [static], [get]`

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.21.4.6 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP  [static], [get]
```

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.21.4.7 isInternetAvailable

```
bool Crosstales.Common.Util.BaseHelper.isInternetAvailable  [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.21.4.8 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform  [static], [get]
```

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.21.4.9 isIOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSPlatform  [static], [get]
```

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.21.4.10   isLinuxEditor

bool Crosstales.Common.Util.BaseHelper.isLinuxEditor [static], [get]

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.21.4.11   isLinuxPlatform

bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform [static], [get]

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.21.4.12   isMacOSEditor

bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.21.4.13   isMacOSPlatform

bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.21.4.14   isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform  [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.21.4.15   isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform  [static], [get]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

True if the current platform is standalone (Windows, macOS or Linux).

5.21.4.16   isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform  [static], [get]
```

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.21.4.17   isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform  [static], [get]
```

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.21.4.18   isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform  [static], [get]
```

Checks if the current platform is Web (WebPlayer or WebGL).

Returns

True if the current platform is Web (WebPlayer or WebGL).

5.21.4.19   isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform  [static], [get]
```

Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

Returns

True if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

5.21.4.20   isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor  [static], [get]
```

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.21.4.21   isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform  [static], [get]
```

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.21.4.22 isWSABasedPlatform

bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform [static], [get]

Checks if the current platform is WSA-based (WSA or XboxOne).

Returns

True if the current platform is WSA-based (WSA or XboxOne).

5.21.4.23 isWSAPlatform

bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.21.4.24 isXboxOnePlatform

bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform [static], [get]

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.21.4.25 StreamingAssetsPath

string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Base↩
  Helper.cs

5.22 Crosstales.BWF.Manager.BaseManager Class Reference

Base class for all managers.

Inheritance diagram for Crosstales.BWF.Manager.BaseManager:
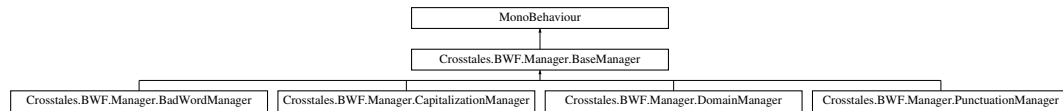
Public Attributes

- bool DontDestroy = true

    Don't destroy gameobject during scene switches (default: true).

5.22.1 Detailed Description

Base class for all managers.

5.22.2 Member Data Documentation

5.22.2.1 DontDestroy

```
bool Crosstales.BWF.Manager.BaseManager.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
  Manager/BaseManager.cs

5.23 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:
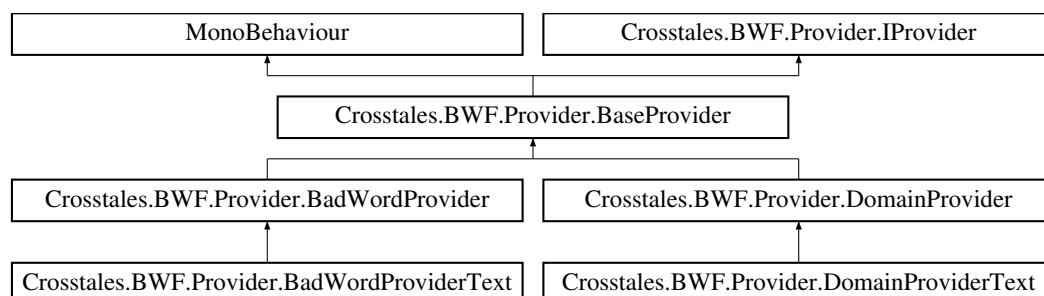
Public Member Functions

- abstract void Load ()

    Loads all sources.
- abstract void Save ()

    Saves all sources.
- void **Awake** ()

Public Attributes

- System.Text.RegularExpressions.RegexOptions RegexOption1 = System.Text.RegularExpressions.Regex↩
Options.IgnoreCase

    Option1 (default: RegexOptions.IgnoreCase).
- System.Text.RegularExpressions.RegexOptions RegexOption2 = System.Text.RegularExpressions.Regex↩
Options.CultureInvariant

    Option2 (default: RegexOptions.CultureInvariant).
- System.Text.RegularExpressions.RegexOptions RegexOption3 = System.Text.RegularExpressions.Regex↩
Options.None

    Option3 (default: RegexOptions.None).
- System.Text.RegularExpressions.RegexOptions RegexOption4 = System.Text.RegularExpressions.Regex↩
Options.None

    Option4 (default: RegexOptions.None).
- System.Text.RegularExpressions.RegexOptions RegexOption5 = System.Text.RegularExpressions.Regex↩
Options.None

    Option5 (default: RegexOptions.None).
- System.Collections.Generic.List< Data.Source > Sources

    All sources for this provider.
- bool ClearOnLoad = true

    Clears all existing bad words on 'Load' (default: true).

Protected Member Functions

- abstract void init ()

    Initialize the provider.
- void **logNoResourcesAdded** ()
- void **createSource** ()

Protected Attributes

- readonly System.Collections.Generic.List< string > **coRoutines** = new System.Collections.Generic.↩
List<string>()
- bool **loading** = false

Static Protected Attributes

- static bool **loggedUnsupportedPlatform** = false

Properties

- bool **isReady** `[get, set]`

5.23.1   Detailed Description

Base class for all providers.

5.23.2   Member Function Documentation

5.23.2.1   init()

`abstract void Crosstales.BWF.Provider.BaseProvider.init ( ) [protected], [pure virtual]`

Initialize the provider.

Implemented in Crosstales.BWF.Provider.BadWordProvider, and Crosstales.BWF.Provider.DomainProvider.

5.23.2.2   Load()

`abstract void Crosstales.BWF.Provider.BaseProvider.Load ( ) [pure virtual]`

Loads all sources.

Implements Crosstales.BWF.Provider.IProvider.

Implemented in Crosstales.BWF.Provider.BadWordProvider, Crosstales.BWF.Provider.DomainProvider, Crosstales.BWF.Provider.Bad
and Crosstales.BWF.Provider.DomainProviderText.

5.23.2.3   Save()

`abstract void Crosstales.BWF.Provider.BaseProvider.Save ( ) [pure virtual]`

Saves all sources.

Implements Crosstales.BWF.Provider.IProvider.

Implemented in Crosstales.BWF.Provider.BadWordProviderText, and Crosstales.BWF.Provider.DomainProviderText.

5.23.3   Member Data Documentation

5.23.3.1 ClearOnLoad

```
bool Crosstales.BWF.Provider.BaseProvider.ClearOnLoad = true
```

Clears all existing bad words on 'Load' (default: true).

5.23.3.2 RegexOption1

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption1
= System.Text.RegularExpressions.RegexOptions.IgnoreCase
```

Option1 (default: RegexOptions.IgnoreCase).

5.23.3.3 RegexOption2

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption2
= System.Text.RegularExpressions.RegexOptions.CultureInvariant
```

Option2 (default: RegexOptions.CultureInvariant).

5.23.3.4 RegexOption3

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption3
= System.Text.RegularExpressions.RegexOptions.None
```

Option3 (default: RegexOptions.None).

5.23.3.5 RegexOption4

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption4
= System.Text.RegularExpressions.RegexOptions.None
```

Option4 (default: RegexOptions.None).

5.23.3.6 RegexOption5

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption5
= System.Text.RegularExpressions.RegexOptions.None
```

Option5 (default: RegexOptions.None).

5.23.3.7 Sources

System.Collections.Generic.List<[Data.Source](#)> Crosstales.BWF.Provider.BaseProvider.Sources

All sources for this provider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/$\leftarrow$
  Provider/BaseProvider.cs

5.24 Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference

Base-class for custom editors of children of the 'BaseProvider'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BaseProviderEditor:

```
                      ┌─────────────────────────────────────────────────┐
                      │                     Editor                      │
                      └─────────────────────────────────────────────────┘
                                              ▲
                      ┌─────────────────────────────────────────────────┐
                      │   Crosstales.BWF.EditorExtension.BaseProviderEditor   │
                      └─────────────────────────────────────────────────┘
                                              ▲
           ┌───────────────────────────────────────┬──────────────────────────────────────────┐
┌────────────────────────────────────────────────┐  ┌────────────────────────────────────────────────┐
│ Crosstales.BWF.EditorExtension.BadWordProviderTextEditor │  │ Crosstales.BWF.EditorExtension.DomainProviderTextEditor │
└────────────────────────────────────────────────┘  └────────────────────────────────────────────────┘
```

Public Member Functions

- virtual void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.24.1 Detailed Description

Base-class for custom editors of children of the 'BaseProvider'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/$\leftarrow$
  Extension/BaseProviderEditor.cs

5.25 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:

```
                      ┌─────────────────────────────────────────────────┐
                      │  Crosstales.Common.EditorTask.BaseSetupResources  │
                      └─────────────────────────────────────────────────┘
                                              ▲
           ┌───────────────────────────────────────┬──────────────────────────────────────────┐
┌────────────────────────────────────────────────┐  ┌────────────────────────────────────────────────┐
│   Crosstales.BWF.EditorTask.SetupResources   │  │  Crosstales.Common.EditorTask.SetupResources  │
└────────────────────────────────────────────────┘  └────────────────────────────────────────────────┘
```

Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.25.1 Detailed Description

Base for copying all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/Base←
  SetupResources.cs

5.26 Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.26.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Integration/BWFGameObject.cs

5.27 Crosstales.BWF.BWFManager Class Reference

BWF is a multi-manager for all available managers.

Inheritance diagram for Crosstales.BWF.BWFManager:
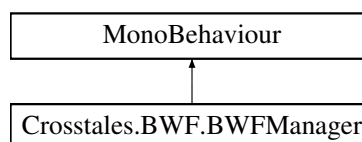
Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- delegate void **BWFReady** ()

Static Public Member Functions

- static void Load (Model.ManagerMask mask=Model.ManagerMask.All)

    Loads the filter of a manager.
- static System.Collections.Generic.List< Data.Source > Sources (Model.ManagerMask mask=Model.↩ ManagerMask.All)

    Returns all sources for a manager.
- static bool Contains (string text, Model.ManagerMask mask=Model.ManagerMask.All, params string[ ] sourceNames)

    Searches for unwanted words in a text.
- static void ContainsMT (out bool result, ref string text, Model.ManagerMask mask=Model.ManagerMask.All, params string[ ] sourceNames)

    Searches for unwanted words in a text (call as thread).
- static System.Collections.Generic.List< string > GetAll (string text, Model.ManagerMask mask=Model.↩ ManagerMask.All, params string[ ] sourceNames)

    Searches for unwanted words in a text.
- static void GetAllMT (out System.Collections.Generic.List< string > result, ref string text, Model.ManagerMask mask=Model.ManagerMask.All, params string[ ] sourceNames)

    Searches for unwanted words in a text (call as thread).
- static string ReplaceAll (string text, Model.ManagerMask mask=Model.ManagerMask.All, params string[ ] sourceNames)

    Searches and replaces all unwanted words in a text.
- static void ReplaceAllMT (out string result, ref string text, Model.ManagerMask mask=Model.Manager↩ Mask.All, params string[ ] sourceNames)

    Searches and replaces all unwanted words in a text (call as thread).
- static string Mark (string text, System.Collections.Generic.List< string > unwantedWords, string prefix="<color=red>", string postfix="</color>")

    Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).
- static string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", Model.ManagerMask mask=Model.ManagerMask.All, params string[ ] sourceNames)

    Marks the text with a prefix and postfix.
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

    Unmarks the text with a prefix and postfix.

Properties

- static bool isReady `[get]`

    Checks the readiness status of all managers.
- static BWFReady OnBWFReady

    An event triggered whenever BWF is ready.

5.27.1   Detailed Description

BWF is a multi-manager for all available managers.

5.27.2   Member Function Documentation

5.27.2.1   Contains()

```
static bool Crosstales.BWF.BWFManager.Contains (
            string text,
            Model.ManagerMask mask = Model.ManagerMask.All,
            params string[] sourceNames )  [static]
```

Searches for unwanted words in a text.

Parameters

text	Text to check
mask	Active manager (default: Model.ManagerMask.All, optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

　　　　True if a match was found

5.27.2.2   ContainsMT()

```
static void Crosstales.BWF.BWFManager.ContainsMT (
            out bool result,
            ref string text,
            Model.ManagerMask mask = Model.ManagerMask.All,
            params string[] sourceNames )  [static]
```

Searches for unwanted words in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
text	Text to check
mask	Active manager (default: Model.ManagerMask.All, optional)
sourceNames	Relevant sources (e.g. "english", optional)

5.27.2.3   GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.BWFManager.GetAll (
            string text,
            Model.ManagerMask mask = Model.ManagerMask.All,
            params string[] sourceNames )  [static]
```

Searches for unwanted words in a text.

Parameters

text	Text to check
mask	Active manager (default: Model.ManagerMask.All, optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

5.27.2.4 GetAllMT()

```
static void Crosstales.BWF.BWFManager.GetAllMT (
            out System.Collections.Generic.List< string > result,
            ref string text,
            Model.ManagerMask mask = Model.ManagerMask.All,
            params string[] sourceNames )  [static]
```

Searches for unwanted words in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
text	Text to check
mask	Active manager (default: Model.ManagerMask.All, optional)
sourceNames	Relevant sources (e.g. "english", optional)

5.27.2.5 Load()

```
static void Crosstales.BWF.BWFManager.Load (
            Model.ManagerMask mask = Model.ManagerMask.All )  [static]
```

Loads the filter of a manager.

Parameters

mask	Active manager (default: ManagerMask.All, optional)

5.27.2.6 Mark() [1/2]

```
static string Crosstales.BWF.BWFManager.Mark (
            string text,
```

```
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>",
            Model.ManagerMask mask = Model.ManagerMask.All,
            params string[] sourceNames )  [static]
```

Marks the text with a prefix and postfix.

Parameters

text	Text containing unwanted words
replace	Replace the bad words (default: false, optional)
prefix	Prefix for every found unwanted word (optional)
postfix	Postfix for every found unwanted word (optional)
mask	Active manager (default: Model.ManagerMask.All, optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.27.2.7 Mark() [2/2]

```
static string Crosstales.BWF.BWFManager.Mark (
            string text,
            System.Collections.Generic.List< string > unwantedWords,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )  [static]
```

Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containing unwanted words
unwantedWords	Unwanted words to mark
prefix	Prefix for every found unwanted word (optional)
postfix	Postfix for every found unwanted word (optional)

Returns

Text with marked unwanted words

5.27.2.8 ReplaceAll()

```
static string Crosstales.BWF.BWFManager.ReplaceAll (
            string text,
```

```
          Model.ManagerMask mask = Model.ManagerMask.All,
          params string[] sourceNames )  [static]
```

Searches and replaces all unwanted words in a text.

Parameters

text	Text to check
mask	Active manager (default: Model.ManagerMask.All, optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

> Clean text

5.27.2.9   ReplaceAllMT()

```
static void Crosstales.BWF.BWFManager.ReplaceAllMT (
          out string result,
          ref string text,
          Model.ManagerMask mask = Model.ManagerMask.All,
          params string[] sourceNames )  [static]
```

Searches and replaces all unwanted words in a text (call as thread).

Parameters

result	out-parameter: clean text
text	Text to check
mask	Active manager (default: Model.ManagerMask.All, optional)
sourceNames	Relevant sources (e.g. "english", optional)

5.27.2.10   Sources()

```
static System.Collections.Generic.List<Data.Source> Crosstales.BWF.BWFManager.Sources (
          Model.ManagerMask mask = Model.ManagerMask.All )  [static]
```

Returns all sources for a manager.

Parameters

mask	Active manager (default: Model.ManagerMask.All, optional)

Returns

List with all sources for the selected manager

5.27.2.11 Unmark()

```
static string Crosstales.BWF.BWFManager.Unmark (
          string text,
          string prefix = "<b><color=red>",
          string postfix = "</color></b>" )  [static]
```

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked unwanted words
prefix	Prefix for every found unwanted word (optional)
postfix	Postfix for every found unwanted word (optional)

Returns

Text with unmarked unwanted words

5.27.3 Property Documentation

5.27.3.1 isReady

```
bool Crosstales.BWF.BWFManager.isReady  [static], [get]
```

Checks the readiness status of all managers.

Returns

True if all managers are ready.

5.27.3.2 OnBWFReady

```
BWFReady Crosstales.BWF.BWFManager.OnBWFReady  [static], [add], [remove]
```
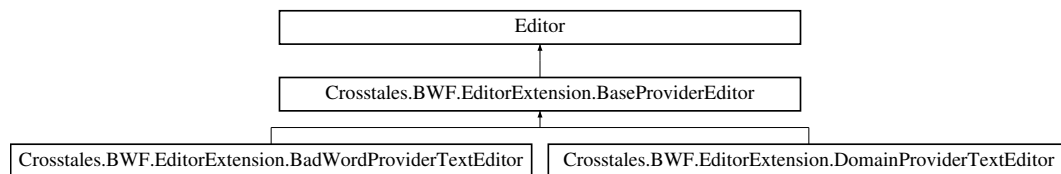
An event triggered whenever BWF is ready.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/B←
  WFManager.cs

5.28 Crosstales.BWF.EditorExtension.BWFManagerEditor Class Reference

Custom editor for the 'BWFManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BWFManagerEditor:

```
┌─────────────────────────────────────────────────────┐
│                        Editor                       │
└─────────────────────────────────────────────────────┘
                           ▲
                           │
┌─────────────────────────────────────────────────────┐
│   Crosstales.BWF.EditorExtension.BWFManagerEditor   │
└─────────────────────────────────────────────────────┘
```
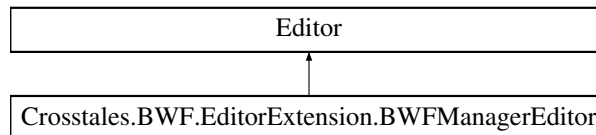
Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.28.1 Detailed Description
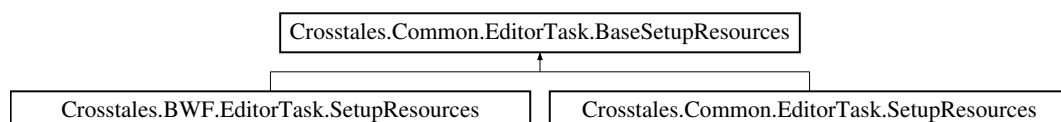
Custom editor for the 'BWFManager'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Extension/BWFManagerEditor.cs

5.29 Crosstales.BWF.EditorIntegration.BWFMenu Class Reference

Editor component for the "Tools"-menu.

Static Public Member Functions

- static void **CreateSource** ()

### 5.29.1 Detailed Description

Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Integration/BWFMenu.cs

5.30 Crosstales.BWF.Filter.CapitalizationFilter Class Reference

Filter for excessive capitalization. The class can also replace all capitalizations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.CapitalizationFilter:

```
┌─────────────────────────────────────────┐
│      Crosstales.BWF.Filter.IFilter       │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│     Crosstales.BWF.Filter.BaseFilter     │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│ Crosstales.BWF.Filter.CapitalizationFilter │
└─────────────────────────────────────────┘
```
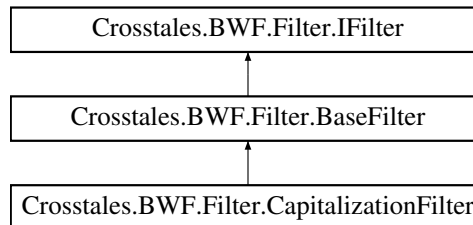
Public Member Functions

- CapitalizationFilter (int capitalizationCharsNumber)

    Instantiate the class.
- override bool Contains (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

    Searches and replaces all bad words in a text.

Properties

- System.Text.RegularExpressions.Regex RegularExpression `[get]`

    RegEx to find excessive capitalization.
- int? CharacterNumber `[get, set]`

    Defines the number of allowed capital letters in a row.
- override bool isReady `[get]`

    Checks the readiness status of the filter.

Additional Inherited Members

5.30.1 Detailed Description

Filter for excessive capitalization. The class can also replace all capitalizations inside a string.

5.30.2 Constructor & Destructor Documentation

5.30.2.1 CapitalizationFilter()

```
Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter (
          int capitalizationCharsNumber )
```

Instantiate the class.

Parameters

capitalizationCharsNumber	Defines the number of allowed capital letters in a row.

5.30.3 Member Function Documentation

5.30.3.1 Contains()

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.Contains (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

    True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.30.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.CapitalizationFilter.↩
GetAll (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

    List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.30.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.CapitalizationFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.30.4 Property Documentation

5.30.4.1 CharacterNumber

```
int?  Crosstales.BWF.Filter.CapitalizationFilter.CharacterNumber  [get], [set]
```

Defines the number of allowed capital letters in a row.

5.30.4.2 isReady

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady  [get]
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

5.30.4.3   RegularExpression

```
System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.CapitalizationFilter.Regular↩
Expression  [get]
```

RegEx to find excessive capitalization.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
Filter/CapitalizationFilter.cs

5.31   Crosstales.BWF.Manager.CapitalizationManager Class Reference

Manager for excessive capitalization.

Inheritance diagram for Crosstales.BWF.Manager.CapitalizationManager:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│    Crosstales.BWF.Manager.BaseManager        │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.BWF.Manager.CapitalizationManager│
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

Static Public Member Functions

- static void Reset ()

    Resets this object.
- static void Load ()

    Loads the current filter with all settings from this object.
- static bool Contains (string text)

    Searches for excessive capitalizations in a text.
- static void ContainsMT (out bool result, string text)

    Searches for excessive capitalizations in a text (call as thread).
- static System.Collections.Generic.List< string > GetAll (string text)

    Searches for excessive capitalizations in a text.
- static void GetAllMT (out System.Collections.Generic.List< string > result, string text)

    Searches for excessive capitalizations in a text (call as thread).
- static string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="")

    Searches and replaces all excessive capitalizations in a text.
- static void ReplaceAllMT (out string result, string text, bool markOnly=false, string prefix="", string postfix="")

    Searches and replaces all excessive capitalizations in a text (call as thread).
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

    Unmarks the text with a prefix and postfix.
- static string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")

    Marks the text with a prefix and postfix.

Public Attributes

- int CapitalizationCharsNumber = 3

    Defines the number of allowed capital letters in a row. (default: 1).

Properties

- static int? CharacterNumber `[get, set]`

    Defines the number of allowed punctuation letters in a row.
- static bool isReady `[get]`

    Checks the readiness status of the manager.

5.31.1   Detailed Description

Manager for excessive capitalization.

5.31.2   Member Function Documentation

5.31.2.1   Contains()

```
static bool Crosstales.BWF.Manager.CapitalizationManager.Contains (
            string text )  [static]
```

Searches for excessive capitalizations in a text.

Parameters

text	Text to check

Returns

   True if a match was found

5.31.2.2   ContainsMT()

```
static void Crosstales.BWF.Manager.CapitalizationManager.ContainsMT (
            out bool result,
            string text )  [static]
```

Searches for excessive capitalizations in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
text	Text to check

Returns

True if a match was found

5.31.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.CapitalizationManager.↩
GetAll (
            string text )  [static]
```

Searches for excessive capitalizations in a text.

Parameters

text	Text to check

Returns

List with all the matches

5.31.2.4 GetAllMT()

```
static void Crosstales.BWF.Manager.CapitalizationManager.GetAllMT (
            out System.Collections.Generic.List< string > result,
            string text )  [static]
```

Searches for excessive capitalizations in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
text	Text to check

5.31.2.5 Load()

```
static void Crosstales.BWF.Manager.CapitalizationManager.Load ( )  [static]
```

Loads the current filter with all settings from this object.

5.31.2.6 Mark()

```
static string Crosstales.BWF.Manager.CapitalizationManager.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )  [static]
```

Marks the text with a prefix and postfix.

Parameters

text	Text containing excessive capitalizations
replace	Replace the excessive capitalizations (default: false, optional)
prefix	Prefix for every found capitalizations (default: bold and red, optional)
postfix	Postfix for every found capitalizations (default: bold and red, optional)

Returns

Text with marked excessive capitalizations

5.31.2.7 ReplaceAll()

```
static string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "" )  [static]
```

Searches and replaces all excessive capitalizations in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found capitalization (optional)
postfix	Postfix for every found capitalization (optional)

Returns

Clean text

5.31.2.8 ReplaceAllMT()

```
static void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllMT (
            out string result,
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "" )  [static]
```

Searches and replaces all excessive capitalizations in a text (call as thread).

Parameters

result	out-parameter: clean text
text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found capitalization (optional)
postfix	Postfix for every found capitalization (optional)

5.31.2.9 Reset()

```
static void Crosstales.BWF.Manager.CapitalizationManager.Reset ( )  [static]
```

Resets this object.

5.31.2.10 Unmark()

```
static string Crosstales.BWF.Manager.CapitalizationManager.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )  [static]
```

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked excessive capitalizations
prefix	Prefix for every found capitalization (default: bold and red, optional)
postfix	Postfix for every found capitalization (default: bold and red, optional)

Returns

Text with unmarked excessive capitalizations

5.31.3 Member Data Documentation

5.31.3.1 CapitalizationCharsNumber

```
int Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber = 3
```

Defines the number of allowed capital letters in a row. (default: 1).

5.31.4 Property Documentation

5.31.4.1 CharacterNumber

```
int? Crosstales.BWF.Manager.CapitalizationManager.CharacterNumber  [static], [get], [set]
```

Defines the number of allowed punctuation letters in a row.

5.31.4.2 isReady

```
bool Crosstales.BWF.Manager.CapitalizationManager.isReady  [static], [get]
```

Checks the readiness status of the manager.

Returns
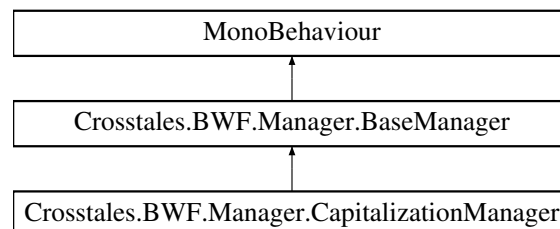
True if the manager is ready.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←∫
  Manager/CapitalizationManager.cs

5.32 Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference

Custom editor for the 'CapitalizationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.CapitalizationManagerEditor:

```
┌─────────────────────────────────────────────────────────────────────┐
│                              Editor                                   │
└─────────────────────────────────────────────────────────────────────┘
                                  ▲
                                  │
┌─────────────────────────────────────────────────────────────────────┐
│    Crosstales.BWF.EditorExtension.CapitalizationManagerEditor        │
└─────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.32.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Extension/CapitalizationManagerEditor.cs

5.33 Crosstales.BWF.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.BWF.EditorTask.CompileDefines:

```
┌─────────────────────────────────────────────────────────────────────┐
│          Crosstales.Common.EditorTask.BaseCompileDefines             │
└─────────────────────────────────────────────────────────────────────┘
                                  ▲
                                  │
┌─────────────────────────────────────────────────────────────────────┐
│            Crosstales.BWF.EditorTask.CompileDefines                   │
└─────────────────────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.33.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Task/CompileDefines.cs

5.34 Crosstales.BWF.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

    Resets all changeable variables to their default value.
- static void Load ()

    Loads all changeable variables.
- static void Save ()

    Saves all changeable variables.

Static Public Attributes

- static bool DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG

    Enable or disable debug logging for the asset.
- static bool DEBUG_BADWORDS = Constants.DEFAULT_DEBUG_BADWORDS

    Enable or disable debug logging for BadWords (Attention: slow!).
- static bool DEBUG_DOMAINS = Constants.DEFAULT_DEBUG_DOMAINS

    Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).
- static bool ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME

    Enable or disable the ensuring the name of the BWF gameobject.
- static bool isLoaded = false

    Is the configuration loaded?

5.34.1 Detailed Description

Configuration for the asset.

5.34.2 Member Function Documentation

5.34.2.1 Load()

```
static void Crosstales.BWF.Util.Config.Load ( )  [static]
```

Loads all changeable variables.

5.34.2.2 Reset()

```
static void Crosstales.BWF.Util.Config.Reset ( )  [static]
```

Resets all changeable variables to their default value.

5.34.2.3 Save()

```
static void Crosstales.BWF.Util.Config.Save ( )  [static]
```

Saves all changeable variables.

5.34.3 Member Data Documentation

5.34.3.1 DEBUG

```
bool Crosstales.BWF.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG  [static]
```

Enable or disable debug logging for the asset.

5.34.3.2 DEBUG_BADWORDS

```
bool Crosstales.BWF.Util.Config.DEBUG_BADWORDS = Constants.DEFAULT_DEBUG_BADWORDS  [static]
```

Enable or disable debug logging for BadWords (Attention: slow!).

5.34.3.3 DEBUG_DOMAINS

```
bool Crosstales.BWF.Util.Config.DEBUG_DOMAINS = Constants.DEFAULT_DEBUG_DOMAINS  [static]
```

Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).

5.34.3.4 ENSURE_NAME

```
bool Crosstales.BWF.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME  [static]
```

Enable or disable the ensuring the name of the BWF gameobject.

5.34.3.5 isLoaded

```
bool Crosstales.BWF.Util.Config.isLoaded = false  [static]
```

Is the configuration loaded?

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
Util/Config.cs

5.35 Crosstales.BWF.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigBase:

```
┌─────────────────────────────────────────────────────┐
│                    EditorWindow                      │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│      Crosstales.BWF.EditorIntegration.ConfigBase     │
└─────────────────────────────────────────────────────┘
                          ▲
          ┌───────────────┴───────────────┐
┌──────────────────────────────────┐ ┌──────────────────────────────────────┐
│Crosstales.BWF.EditorIntegration. │ │Crosstales.BWF.EditorIntegration.     │
│ConfigPreferences                 │ │ConfigWindow                          │
└──────────────────────────────────┘ └──────────────────────────────────────┘
```

Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.35.1 Detailed Description
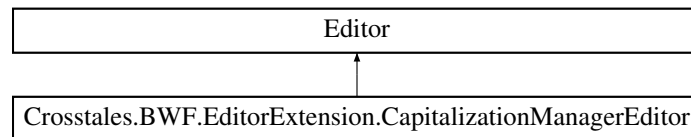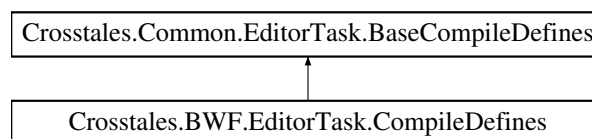
Base class for editor windows.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
Integration/ConfigBase.cs

5.36 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:

```
                    ┌─────────────────────────────────────────────────────┐
                    │                    EditorWindow                     │
                    └─────────────────────────────────────────────────────┘
                                              ▲
                    ┌─────────────────────────────────────────────────────┐
                    │      Crosstales.BWF.EditorIntegration.ConfigBase     │
                    └─────────────────────────────────────────────────────┘
                                              ▲
                    ┌─────────────────────────────────────────────────────┐
                    │  Crosstales.BWF.EditorIntegration.ConfigPreferences  │
                    └─────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.36.1 Detailed Description

Unity "Preferences" extension.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↩ Integration/ConfigPreferences.cs

5.37 Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigWindow:

```
                    ┌─────────────────────────────────────────────────────┐
                    │                    EditorWindow                     │
                    └─────────────────────────────────────────────────────┘
                                              ▲
                    ┌─────────────────────────────────────────────────────┐
                    │      Crosstales.BWF.EditorIntegration.ConfigBase     │
                    └─────────────────────────────────────────────────────┘
                                              ▲
                    ┌─────────────────────────────────────────────────────┐
                    │    Crosstales.BWF.EditorIntegration.ConfigWindow     │
                    └─────────────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Additional Inherited Members

5.37.1   Detailed Description
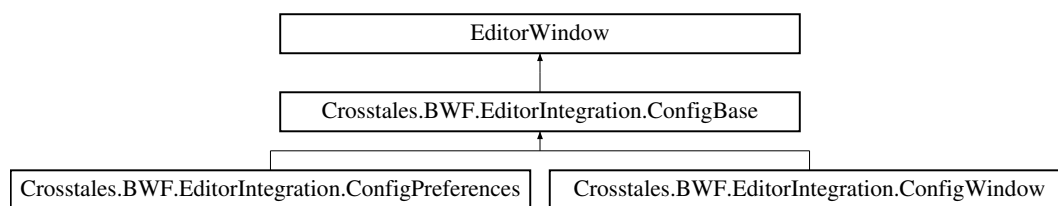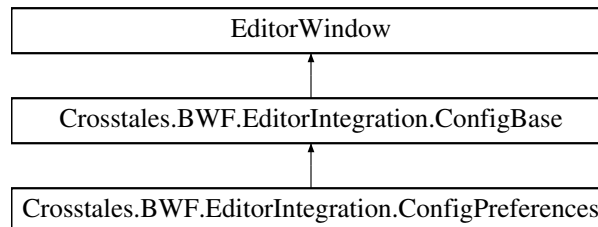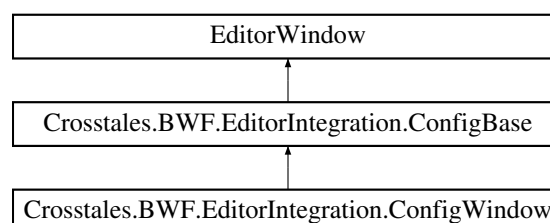
Editor window extension.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
Integration/ConfigWindow.cs

5.38   Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.BWF.Util.Constants:
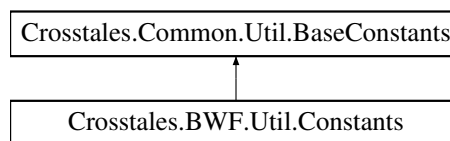
Static Public Attributes

- const string ASSET_NAME = "Bad Word Filter PRO"

    Name of the asset.
- const string ASSET_NAME_SHORT = "BWF PRO"

    Short name of the asset.
- const string ASSET_VERSION = "2020.1.4"

    Version of the asset.
- const int ASSET_BUILD = 20200422

    Build number of the asset.
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2015, 1, 3)

    Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2020, 4, 22)

    Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"

    URL of the PRO asset in UAS.
- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011lNGT"

    URL of the 2019 asset in UAS.
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/bwf_versions.txt"

    URL for update-checks of the asset

- const string ASSET_CONTACT = "bwf@crosstales.com"

  Contact to the owner of the asset.
- const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/badwordfilter/Bad↩
  WordFilter-doc.pdf"

  URL of the asset manual.
- const string ASSET_API_URL = "http://www.crosstales.com/en/assets/badwordfilter/api"

  URL of the asset API.
- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/bad-word-filter-pro-solution-against-
  profanity-and-obscenity.289960/"

  URL of the asset forum.
- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio//badwordfilter/"

  URL of the asset in crosstales.
- const string ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRKaRPM?list=PLgtonIOr6Tb41XTMee↩
  Z836tjHlKgOO84S"

  URL of the promotion video of the asset (Youtube).
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFlIObWM?list=PLgtonIOr6Tb41XTMee↩
  Z836tjHlKgOO84S"

  URL of the tutorial video of the asset (Youtube).
- const string **KEY_PREFIX** = "BWF_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DEBUG_BADWORDS** = KEY_PREFIX + "DEBUG_BADWORDS"
- const string **KEY_DEBUG_DOMAINS** = KEY_PREFIX + "DEBUG_DOMAINS"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- const bool **DEFAULT_DEBUG_BADWORDS** = false
- const bool **DEFAULT_DEBUG_DOMAINS** = false
- const bool **DEFAULT_ENSURE_NAME** = true
- const string MANAGER_SCENE_OBJECT_NAME = "BWF"

  BWF prefab scene name.
- static int WWW_TIMEOUT = 5

  Timeout for the UnityWebRequest-class in seconds.

Additional Inherited Members

5.38.1   Detailed Description

Collected constants of very general utility for the asset.

5.38.2   Member Data Documentation

5.38.2.1   ASSET_2019_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.↩
com/#!/content/26255?aid=1011lNGT"  [static]
```

URL of the 2019 asset in UAS.

5.38.2.2 ASSET_API_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/badwordfilter/
[static]
```

URL of the asset API.

5.38.2.3 ASSET_BUILD

```
const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 20200422  [static]
```

Build number of the asset.

5.38.2.4 ASSET_CHANGED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2020,
4, 22)  [static]
```

Change date of the asset (YYYY, MM, DD).

5.38.2.5 ASSET_CONTACT

```
const string Crosstales.BWF.Util.Constants.ASSET_CONTACT = "bwf@crosstales.com"  [static]
```

Contact to the owner of the asset.

5.38.2.6 ASSET_CREATED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CREATED = new System.DateTime(2015,
1, 3)  [static]
```

Create date of the asset (YYYY, MM, DD).

5.38.2.7 ASSET_FORUM_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/bad-word-filter-
289960/"  [static]
```

URL of the asset forum.

5.38.2.8 ASSET_MANUAL_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/ba
WordFilter-doc.pdf" [static]
```

URL of the asset manual.

5.38.2.9 ASSET_NAME

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME = "Bad Word Filter PRO" [static]
```

Name of the asset.

5.38.2.10 ASSET_NAME_SHORT

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME_SHORT = "BWF PRO" [static]
```

Short name of the asset.

5.38.2.11 ASSET_PRO_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/26255?a
NGT" [static]
```

URL of the PRO asset in UAS.

5.38.2.12 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.↩
com/media/assets/bwf_versions.txt" [static]
```

URL for update-checks of the asset

5.38.2.13 ASSET_VERSION

```
const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2020.1.4" [static]
```

Version of the asset.

5.38.2.14 ASSET_VIDEO_PROMO

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRKaR↩
PM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

URL of the promotion video of the asset (Youtube).

5.38.2.15 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFlI↩
ObWM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

URL of the tutorial video of the asset (Youtube).

5.38.2.16 ASSET_WEB_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio//badwordfi
[static]
```

URL of the asset in crosstales.

5.38.2.17 MANAGER_SCENE_OBJECT_NAME

```
const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF"  [static]
```

[BWF](#) prefab scene name.

5.38.2.18 WWW_TIMEOUT

```
int Crosstales.BWF.Util.Constants.WWW_TIMEOUT = 5  [static]
```

Timeout for the UnityWebRequest-class in seconds.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
  Util/Constants.cs

5.39 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ContainsEditor:

```
┌─────────────────────────────────────┐
│          CustomActionEditor          │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  Crosstales.BWF.PlayMaker.BaseBWFEditor  │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  Crosstales.BWF.PlayMaker.ContainsEditor  │
└─────────────────────────────────────┘
```

Additional Inherited Members

5.39.1 Detailed Description

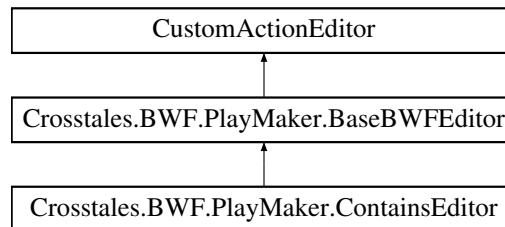Custom editor for the ContainsString-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
  PlayMaker/Editor/ContainsEditor.cs

5.40 HutongGames.PlayMaker.Actions.ContainsString Class Reference

Contains-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ContainsString:

```
┌─────────────────────────────────────┐
│            FsmStateAction            │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.BaseBWFAction  │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.ContainsString  │
└─────────────────────────────────────┘
```
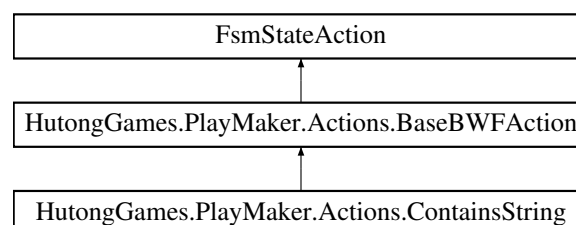
Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmString Text

  Input string for validation.
- FsmBool Contains

  True if 'Text' contains any bad words.

Additional Inherited Members

5.40.1 Detailed Description

Contains-action for strings in PlayMaker.

5.40.2 Member Data Documentation

5.40.2.1 Contains

```
FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains
```

True if 'Text' contains any bad words.

5.40.2.2 Text

```
FsmString HutongGames.PlayMaker.Actions.ContainsString.Text
```

Input string for validation.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
  PlayMaker/Scripts/ContainsString.cs

5.41 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

  Deletes all keys.
- static void DeleteKey (string key)

  Delete the key.
- static void Save ()

  Saves all modifications.
- static string GetString (string key)

  Allows to get a string from a key.
- static float GetFloat (string key)

  Allows to get a float from a key.
- static int GetInt (string key)

  Allows to get an int from a key.
- static bool GetBool (string key)

  Allows to get a bool from a key.
- static System.DateTime GetDate (string key)

  Allows to get a DateTime from a key.
- static void SetString (string key, string value)

  Allows to set a string for a key.
- static void SetFloat (string key, float value)

  Allows to set a float for a key.
- static void SetInt (string key, int value)

  Allows to set an int for a key.
- static void SetBool (string key, bool value)

  Allows to set a bool for a key.
- static void SetDate (string key, System.DateTime value)

  Allows to set a DateTime for a key.

5.41.1   Detailed Description

Wrapper for the PlayerPrefs.

5.41.2   Member Function Documentation

5.41.2.1   DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( )  [static]
```

Deletes all keys.

5.41.2.2   DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (
            string key )  [static]
```

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.41.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (
            string key ) [static]
```

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.41.2.4 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
            string key ) [static]
```

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.41.2.5 GetFloat()

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
            string key ) [static]
```

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.41.2.6 GetInt()

```
static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (
            string key )  [static]
```

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.41.2.7 GetString()

```
static string Crosstales.Common.Util.CTPlayerPrefs.GetString (
            string key )  [static]
```

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.41.2.8 HasKey()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (
            string key )  [static]
```

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.41.2.9 Save()

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( )  [static]
```

Saves all modifications.

5.41.2.10 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
           string key,
           bool value )  [static]
```

Allows to set a bool for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.41.2.11 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
           string key,
           System.DateTime value )  [static]
```

Allows to set a DateTime for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.41.2.12 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
            string key,
            float value ) [static]
```

Allows to set a float for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.41.2.13 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
            string key,
            int value ) [static]
```

Allows to set an int for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.41.2.14 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (
            string key,
            string value ) [static]
```

Allows to set a string for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩
PlayerPrefs.cs

5.42   Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:

```
┌─────────────────────────────────────┐
│            IDisposable               │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.CTProcess    │
└─────────────────────────────────────┘
```
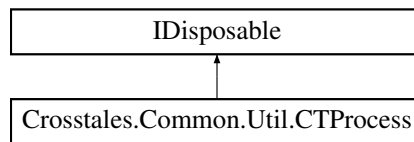
Public Member Functions

- void Start ()

    Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void Start (CTProcessStartInfo info)

    Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void Kill ()

    Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void Start ()

    Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void Start (CTProcessStartInfo info)

    Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void Kill ()

    Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Properties

- IntPtr Handle `[get]`

    Gets the native handle of the associated process.
- int Id `[get]`

    Gets the unique identifier for the associated process.
- CTProcessStartInfo StartInfo `[get, set]`

    Gets or sets the properties to pass to the Start() method of the Process.
- bool HasExited `[get]`

    Gets a value indicating whether the associated process has been terminated.
- uint ExitCode `[get]`

Gets the value that the associated process specified when it terminated.

- DateTime StartTime `[get]`

  Gets the time that the associated process was started.

- DateTime ExitTime `[get]`

  Gets the time that the associated process exited.

- System.IO.StreamReader StandardOutput `[get]`

  Gets a stream used to read the textual output of the application.

- System.IO.StreamReader StandardError `[get]`

  Gets a stream used to read the error output of the application.

- bool isBusy `[get]`

  Gets a value indicating whether the associated process has been busy.

- EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.42.1   Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.42.2   Member Function Documentation

5.42.2.1   Kill() `[1/2]`

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.42.2.2   Kill() `[2/2]`

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.42.2.3   Start() `[1/4]`

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.42.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.42.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
              CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.42.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
              CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.42.3 Property Documentation

5.42.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode  [get]
```

Gets the value that the associated process specified when it terminated.

5.42.3.2 ExitTime

```
DateTime Crosstales.Common.Util.CTProcess.ExitTime  [get]
```

Gets the time that the associated process exited.

5.42.3.3 Handle

```
IntPtr Crosstales.Common.Util.CTProcess.Handle  [get]
```

Gets the native handle of the associated process.

5.42.3.4 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited  [get]
```

Gets a value indicating whether the associated process has been terminated.

5.42.3.5 Id

```
int Crosstales.Common.Util.CTProcess.Id  [get]
```

Gets the unique identifier for the associated process.

5.42.3.6 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy  [get]
```

Gets a value indicating whether the associated process has been busy.

5.42.3.7 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError  [get]
```

Gets a stream used to read the error output of the application.

5.42.3.8 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput  [get]
```

Gets a stream used to read the textual output of the application.

5.42.3.9   StartInfo

CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]

Gets or sets the properties to pass to the Start() method of the Process.

5.42.3.10   StartTime

DateTime Crosstales.Common.Util.CTProcess.StartTime [get]

Gets the time that the associated process was started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩
  Process.cs

5.43   Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↩
StartInfo"-class with the most important properties).

Properties

- bool UseThread [get, set]

  Gets or sets the application to be threaded.
- bool UseCmdExecute [get, set]

  Gets or sets the application to be started in cmd (command prompt).
- string FileName [get, set]

  Gets or sets the application or document to start.
- string Arguments [get, set]

  Gets or sets the set of command-line arguments to use when starting the application.
- bool CreateNoWindow [get, set]

  Gets or sets a value indicating whether to start the process in a new window.
- string WorkingDirectory [get, set]

  Gets or sets the working directory for the process to be started.
- bool RedirectStandardOutput [get, set]

  Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool RedirectStandardError [get, set]

  Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding StandardOutputEncoding [get, set]

  Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding StandardErrorEncoding [get, set]

  Gets or sets the preferred encoding for error output (UTF8 per default).
- bool UseShellExecute [get, set]

  Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.43.1   Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↩StartInfo"-class with the most important properties).

5.43.2   Property Documentation

5.43.2.1   Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments  [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.43.2.2   CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow  [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.43.2.3   FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName  [get], [set]
```

Gets or sets the application or document to start.

5.43.2.4   RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError  [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.43.2.5   RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput  [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.43.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.43.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.43.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.43.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.43.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.43.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CT←
Process.cs

5.44   Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:

```
┌─────────────────────────────────────────┐
│               WebClient                  │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│   Crosstales.Common.Util.CTWebClient     │
└─────────────────────────────────────────┘
```
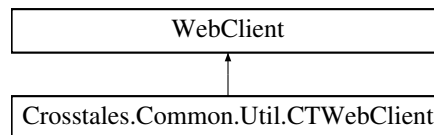
Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int Timeout [get, set]
    Timeout in milliseconds
- int ConnectionLimit [get, set]
    Connection limit for all WebClients

5.44.1   Detailed Description

Specialized WebClient.

5.44.2   Property Documentation

5.44.2.1   ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit  [get], [set]
```

Connection limit for all WebClients

5.44.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout  [get], [set]
```
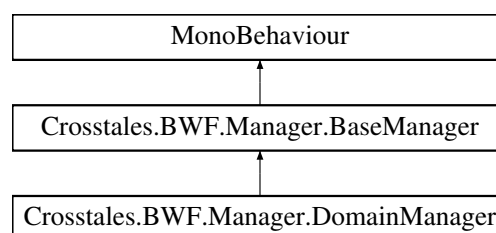
Timeout in milliseconds

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩WebClient.cs

5.45   Crosstales.BWF.Filter.DomainFilter Class Reference

Filter for domains. The class can also replace all domains inside a string.

Inheritance diagram for Crosstales.BWF.Filter.DomainFilter:

```
┌─────────────────────────────────────┐
│   Crosstales.BWF.Filter.IFilter      │
└─────────────────────────────────────┘
                  ↑
┌─────────────────────────────────────┐
│  Crosstales.BWF.Filter.BaseFilter    │
└─────────────────────────────────────┘
                  ↑
┌─────────────────────────────────────┐
│ Crosstales.BWF.Filter.DomainFilter   │
└─────────────────────────────────────┘
```
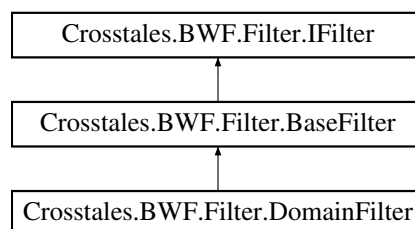
Public Member Functions

- DomainFilter (System.Collections.Generic.List< Provider.DomainProvider > domainProvider, string replaceCharacters)

    Instantiate the class.
- override bool Contains (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

    Searches and replaces all bad words in a text.

Public Attributes

- string ReplaceCharacters

    Replace characters for domains.

Properties

- System.Collections.Generic.List< Provider.DomainProvider > DomainProvider [get, set]

    List of all domain providers.
- override bool isReady [get]

    Checks the readiness status of the filter.

Additional Inherited Members

5.45.1   Detailed Description

Filter for domains. The class can also replace all domains inside a string.

5.45.2   Constructor & Destructor Documentation

5.45.2.1   DomainFilter()

```
Crosstales.BWF.Filter.DomainFilter.DomainFilter (
            System.Collections.Generic.List< Provider.DomainProvider > domainProvider,
            string replaceCharacters )
```

Instantiate the class.

Parameters

domainProvider	List of all domain providers.
replaceCharacters	Replace characters for domains.

5.45.3   Member Function Documentation

5.45.3.1   Contains()

```
override bool Crosstales.BWF.Filter.DomainFilter.Contains (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

　　　True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.45.3.2   GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.DomainFilter.GetAll (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

    List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.45.3.3   ReplaceAll()

```
override string Crosstales.BWF.Filter.DomainFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

    Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.45.4   Member Data Documentation

5.45.4.1 ReplaceCharacters

`string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters`

Replace characters for domains.

5.45.5 Property Documentation

5.45.5.1 DomainProvider

`System.Collections.Generic.List<`Provider.DomainProvider`> Crosstales.BWF.Filter.DomainFilter.←`
`DomainProvider [get], [set]`

List of all domain providers.

Returns

> All domain providers.

5.45.5.2 isReady

`override bool Crosstales.BWF.Filter.DomainFilter.isReady [get]`

Checks the readiness status of the filter.

Returns

> True if the filter is ready.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
  Filter/DomainFilter.cs

5.46 Crosstales.BWF.Manager.DomainManager Class Reference

Manager for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│      Crosstales.BWF.Manager.BaseManager      │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│     Crosstales.BWF.Manager.DomainManager     │
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()

Static Public Member Functions

- static void Reset ()

  Resets this object.
- static void Load ()

  Loads the current filter with all settings from this object.
- static bool Contains (string text, params string[ ] sourceNames)

  Searches for domains in a text.
- static void ContainsMT (out bool result, string text, params string[ ] sourceNames)

  Searches for domains in a text (call as thread).
- static System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  Searches for domains in a text.
- static void GetAllMT (out System.Collections.Generic.List< string > result, string text, params string[ ] sourceNames)

  Searches for domains in a text (call as thread).
- static string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  Searches and replaces all domains in a text.
- static void ReplaceAllMT (out string result, string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  Searches and replaces all bad words in a text (call as thread).
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.
- static string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[ ] sourceNames)

  Marks the text with a prefix and postfix.

Public Attributes

- string ReplaceChars = "∗"

  Replace characters for domains (default: ∗).
- System.Collections.Generic.List< Provider.DomainProvider > DomainProvider

  List of all domain providers.

Properties

- static string? ReplaceCharacters `[get, set]`

  Replace characters for domains.
- static bool isReady `[get]`

  Checks the readiness status of the manager.
- static System.Collections.Generic.List< Data.Source > Sources `[get]`

  Returns all sources for the manager.

5.46.1   Detailed Description

Manager for domains.

5.46.2   Member Function Documentation

5.46.2.1   Contains()

```
static bool Crosstales.BWF.Manager.DomainManager.Contains (
            string text,
            params string[] sourceNames )  [static]
```

Searches for domains in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "iana", optional)

Returns

   True if a match was found

5.46.2.2   ContainsMT()

```
static void Crosstales.BWF.Manager.DomainManager.ContainsMT (
            out bool result,
            string text,
            params string[] sourceNames )  [static]
```

Searches for domains in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
text	Text to check
sourceNames	Relevant sources (e.g. "iana", optional)

Returns

   True if a match was found

5.46.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.DomainManager.GetAll (
          string text,
          params string[] sourceNames )  [static]
```

Searches for domains in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "iana", optional)

Returns

List with all the matches

5.46.2.4 GetAllMT()

```
static void Crosstales.BWF.Manager.DomainManager.GetAllMT (
          out System.Collections.Generic.List< string > result,
          string text,
          params string[] sourceNames )  [static]
```

Searches for domains in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
text	Text to check
sourceNames	Relevant sources (e.g. "iana", optional)

5.46.2.5 Load()

```
static void Crosstales.BWF.Manager.DomainManager.Load ( )  [static]
```

Loads the current filter with all settings from this object.

5.46.2.6 Mark()

```
static string Crosstales.BWF.Manager.DomainManager.Mark (
          string text,
```

```
         bool replace = false,
         string prefix = "<b><color=red>",
         string postfix = "</color></b>",
         params string[] sourceNames ) [static]
```

Marks the text with a prefix and postfix.

Parameters

text	Text containing domains
replace	Replace the domains (default: false, optional)
prefix	Prefix for every found domain (default: bold and red, optional)
postfix	Postfix for every found domain (default: bold and red, optional)
sourceNames	Relevant sources (e.g. "iana", optional)

Returns

Text with marked domains

5.46.2.7   ReplaceAll()

```
static string Crosstales.BWF.Manager.DomainManager.ReplaceAll (
         string text,
         bool markOnly = false,
         string prefix = "",
         string postfix = "",
         params string[] sourceNames )  [static]
```

Searches and replaces all domains in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found domain (optional)
postfix	Postfix for every found domain (optional)
sourceNames	Relevant sources (e.g. "iana", optional)

Returns

Clean text

5.46.2.8   ReplaceAllMT()

```
static void Crosstales.BWF.Manager.DomainManager.ReplaceAllMT (
         out string result,
```

```
        string text,
        bool markOnly = false,
        string prefix = "",
        string postfix = "",
        params string[] sourceNames ) [static]
```

Searches and replaces all bad words in a text (call as thread).

Parameters

result	out-parameter: clean text
text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found domain (optional)
postfix	Postfix for every found domain (optional)
sourceNames	Relevant sources (e.g. "iana", optional)

5.46.2.9   Reset()

```
static void Crosstales.BWF.Manager.DomainManager.Reset ( ) [static]
```

Resets this object.

5.46.2.10   Unmark()

```
static string Crosstales.BWF.Manager.DomainManager.Unmark (
        string text,
        string prefix = "<b><color=red>",
        string postfix = "</color></b>" ) [static]
```

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked domains
prefix	Prefix for every found domain (default: bold and red, optional)
postfix	Postfix for every found domain (default: bold and red, optional)

Returns

   Text with unmarked domains

5.46.3   Member Data Documentation

5.46.3.1 DomainProvider

```
System.Collections.Generic.List<Provider.DomainProvider> Crosstales.BWF.Manager.DomainManager.↩
DomainProvider
```

List of all domain providers.

5.46.3.2 ReplaceChars

```
string Crosstales.BWF.Manager.DomainManager.ReplaceChars = "*"
```

Replace characters for domains (default: ∗).

5.46.4 Property Documentation

5.46.4.1 isReady

```
bool Crosstales.BWF.Manager.DomainManager.isReady  [static], [get]
```

Checks the readiness status of the manager.

Returns

> True if the manager is ready.

5.46.4.2 ReplaceCharacters

```
string?  Crosstales.BWF.Manager.DomainManager.ReplaceCharacters  [static], [get], [set]
```

Replace characters for domains.

5.46.4.3 Sources

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.DomainManager.Sources
[static], [get]
```

Returns all sources for the manager.

Returns

> List with all sources for the manager

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
  Manager/DomainManager.cs

5.47 Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference

Custom editor for the 'DomainManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainManagerEditor:

```
┌─────────────────────────────────────────────────────┐
│                      Editor                         │
└─────────────────────────────────────────────────────┘
                          ↑
┌─────────────────────────────────────────────────────┐
│ Crosstales.BWF.EditorExtension.DomainManagerEditor  │
└─────────────────────────────────────────────────────┘
```
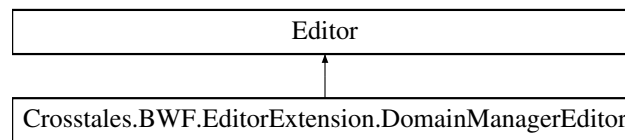
Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.47.1 Detailed Description

Custom editor for the 'DomainManager'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
Extension/DomainManagerEditor.cs

5.48 Crosstales.BWF.Provider.DomainProvider Class Reference

Base class for domain providers.

Inheritance diagram for Crosstales.BWF.Provider.DomainProvider:
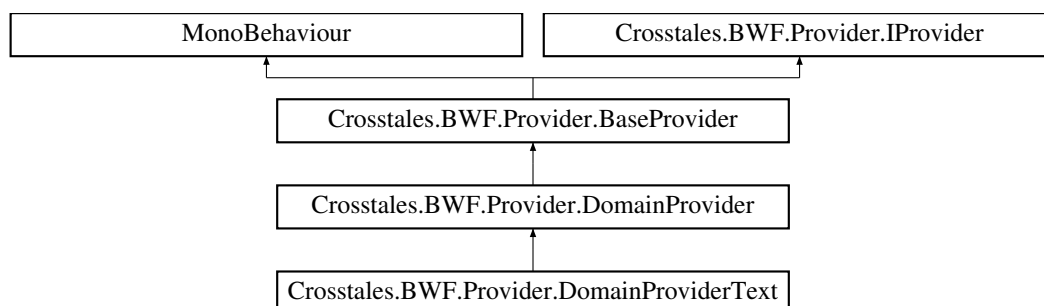
```
┌──────────────────────────┐   ┌──────────────────────────────────┐
│      MonoBehaviour       │   │ Crosstales.BWF.Provider.IProvider │
└──────────────────────────┘   └──────────────────────────────────┘
              ↑                                  ↑
              └──────────────┬───────────────────┘
              ┌──────────────────────────────────────┐
              │  Crosstales.BWF.Provider.BaseProvider │
              └──────────────────────────────────────┘
                             ↑
              ┌──────────────────────────────────────┐
              │ Crosstales.BWF.Provider.DomainProvider│
              └──────────────────────────────────────┘
                             ↑
              ┌─────────────────────────────────────────┐
              │ Crosstales.BWF.Provider.DomainProviderText│
              └─────────────────────────────────────────┘
```

Public Member Functions

- override void Load ()

    Loads all sources.

Protected Member Functions

- override void init ()

    Initialize the provider.

Protected Attributes

- readonly System.Collections.Generic.List< Model.Domains > **domains** = new System.Collections.↩
  Generic.List<Model.Domains>()

Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > DomainsRegex
  `[get, protected set]`

    RegEx for domains.

- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.Regular↩
  Expressions.Regex > > DebugDomainsRegex `[get, protected set]`

    Debug-version of "RegEx for domains".

Additional Inherited Members

5.48.1   Detailed Description

Base class for domain providers.

5.48.2   Member Function Documentation

5.48.2.1   init()

```
override void Crosstales.BWF.Provider.DomainProvider.init ( )  [protected], [virtual]
```

Initialize the provider.

Implements Crosstales.BWF.Provider.BaseProvider.

5.48.2.2   Load()

```
override void Crosstales.BWF.Provider.DomainProvider.Load ( )  [virtual]
```

Loads all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

Reimplemented in Crosstales.BWF.Provider.DomainProviderText.

5.48.3 Property Documentation

5.48.3.1 DebugDomainsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.↩
RegularExpressions.Regex> > Crosstales.BWF.Provider.DomainProvider.DebugDomainsRegex [get],
[protected set]
```

Debug-version of "RegEx for domains".

5.48.3.2 DomainsRegex

```
System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.↩
BWF.Provider.DomainProvider.DomainsRegex [get], [protected set]
```

RegEx for domains.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
  Provider/DomainProvider.cs

5.49 Crosstales.BWF.Provider.DomainProviderText Class Reference

Text-file based domain provider.

Inheritance diagram for Crosstales.BWF.Provider.DomainProviderText:
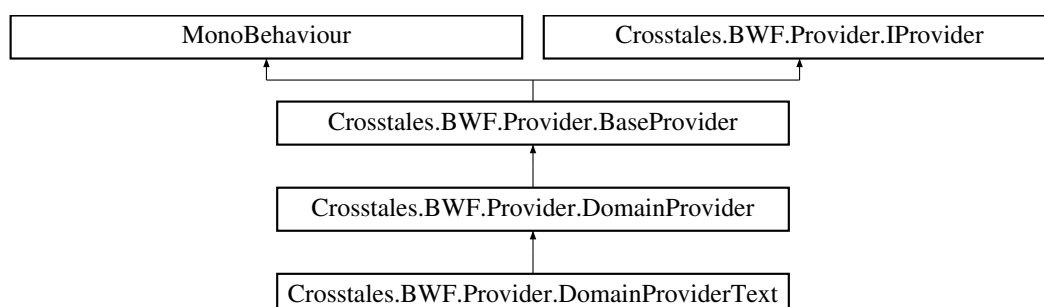
```
┌─────────────────────────┐   ┌─────────────────────────────────────┐
│      MonoBehaviour      │   │  Crosstales.BWF.Provider.IProvider  │
└─────────────────────────┘   └─────────────────────────────────────┘
            ▲                                     ▲
            └──────────────────┬──────────────────┘
              ┌───────────────────────────────────────┐
              │  Crosstales.BWF.Provider.BaseProvider  │
              └───────────────────────────────────────┘
                               ▲
              ┌───────────────────────────────────────┐
              │ Crosstales.BWF.Provider.DomainProvider │
              └───────────────────────────────────────┘
                               ▲
            ┌─────────────────────────────────────────────┐
            │ Crosstales.BWF.Provider.DomainProviderText   │
            └─────────────────────────────────────────────┘
```

Public Member Functions

- override void Load ()

    Loads all sources.
- override void Save ()

    Saves all sources.

Additional Inherited Members

5.49.1   Detailed Description

Text-file based domain provider.

5.49.2   Member Function Documentation

5.49.2.1   Load()

```
override void Crosstales.BWF.Provider.DomainProviderText.Load ( )  [virtual]
```

Loads all sources.

Reimplemented from Crosstales.BWF.Provider.DomainProvider.

5.49.2.2   Save()

```
override void Crosstales.BWF.Provider.DomainProviderText.Save ( )  [virtual]
```

Saves all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
  Provider/DomainProviderText.cs

5.50   Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:

```
┌─────────────────────────────────────────────────────────────┐
│                           Editor                            │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│        Crosstales.BWF.EditorExtension.BaseProviderEditor     │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│   Crosstales.BWF.EditorExtension.DomainProviderTextEditor    │
└─────────────────────────────────────────────────────────────┘
```
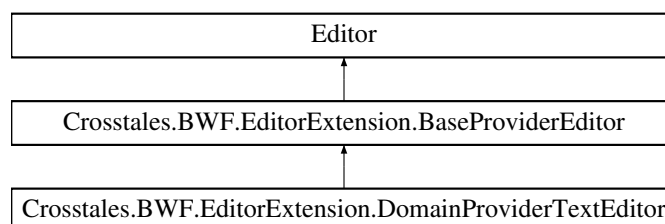
Additional Inherited Members

5.50.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
Extension/DomainProviderTextEditor.cs

5.51   Crosstales.BWF.Model.Domains Class Reference

Model for a source of domains.

Public Member Functions

- Domains (Data.Source source, System.Collections.Generic.IEnumerable< string > domainList)

  Instantiate the class.
- override string **ToString** ()

Public Attributes

- Data.Source Source

  Source-object.
- System.Collections.Generic.List< string > DomainList = new System.Collections.Generic.List<string>()

  List of all domains (RegEx).

5.51.1 Detailed Description

Model for a source of domains.

5.51.2 Constructor & Destructor Documentation

5.51.2.1 Domains()

```
Crosstales.BWF.Model.Domains.Domains (
          Data.Source source,
          System.Collections.Generic.IEnumerable< string > domainList )
```

Instantiate the class.

Parameters

source	Source-object.
domainList	List of all domains (RegEx).

5.51.3   Member Data Documentation

5.51.3.1   DomainList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.Domains.DomainList = new System.←
Collections.Generic.List<string>()
```

List of all domains (RegEx).

5.51.3.2   Source

```
Data.Source Crosstales.BWF.Model.Domains.Source
```

Source-object.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
Model/Domains.cs

5.52   Crosstales.BWF.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void Reset ()

    Resets all changeable variables to their default value.
- static void Load ()

    Loads all changeable variables.
- static void Save ()

    Saves all changeable variables.

Static Public Attributes

- static bool UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK

    Enable or disable update-checks for the asset.
- static bool PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD

    Automatically load and add the prefabs to the scene.
- static bool HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON

    Enable or disable the icon in the hierarchy.
- static bool isLoaded = false

    Is the configuration loaded?

Properties

- static string ASSET_PATH `[get]`

    Returns the path to the asset inside the Unity project.
- static string PREFAB_PATH `[get]`

    Returns the path of the prefabs.

5.52.1   Detailed Description

Editor configuration for the asset.

5.52.2   Member Function Documentation

5.52.2.1   Load()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Load ( )  [static]
```

Loads all changeable variables.

5.52.2.2   Reset()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Reset ( )  [static]
```

Resets all changeable variables to their default value.

5.52.2.3   Save()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Save ( )  [static]
```

Saves all changeable variables.

5.52.3 Member Data Documentation

5.52.3.1 HIERARCHY_ICON

```
bool Crosstales.BWF.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARC↩
HY_ICON  [static]
```

Enable or disable the icon in the hierarchy.

5.52.3.2 isLoaded

```
bool Crosstales.BWF.EditorUtil.EditorConfig.isLoaded = false  [static]
```

Is the configuration loaded?

5.52.3.3 PREFAB_AUTOLOAD

```
bool Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB↩
_AUTOLOAD  [static]
```

Automatically load and add the prefabs to the scene.

5.52.3.4 UPDATE_CHECK

```
bool Crosstales.BWF.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CH↩
ECK  [static]
```

Enable or disable update-checks for the asset.

5.52.4 Property Documentation

5.52.4.1 ASSET_PATH

```
string Crosstales.BWF.EditorUtil.EditorConfig.ASSET_PATH  [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.52.4.2 PREFAB_PATH

string Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_PATH [static], [get]

Returns the path of the prefabs.

Returns

> The path of the prefabs.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Util/EditorConfig.cs

5.53 Crosstales.BWF.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/BadWordFilter/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string PREFAB_SUBPATH = "Prefabs/"

  Sub-path to the prefabs.

Properties

- static string ASSET_URL [get]

  Returns the URL of the asset in UAS.
- static string ASSET_ID [get]

  Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID [get]

  Returns the UID of the asset.

5.53.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.53.2   Member Data Documentation

5.53.2.1   PREFAB_SUBPATH

```
string Crosstales.BWF.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/"  [static]
```

Sub-path to the prefabs.

5.53.3   Property Documentation

5.53.3.1   ASSET_ID

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_ID  [static], [get]
```

Returns the ID of the asset in UAS.

Returns

> The ID of the asset in UAS.

5.53.3.2   ASSET_UID

```
System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET_UID  [static], [get]
```

Returns the UID of the asset.

Returns

> The UID of the asset.

5.53.3.3   ASSET_URL

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_URL  [static], [get]
```

Returns the URL of the asset in UAS.

Returns

> The URL of the asset in UAS.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Util/EditorConstants.cs

5.54   Crosstales.BWF.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.BWF.EditorUtil.EditorHelper:

```
┌─────────────────────────────────────────┐
│    Crosstales.Common.Util.BaseHelper     │
└─────────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────────┐
│ Crosstales.Common.EditorUtil.BaseEditorHelper │
└─────────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────────┐
│   Crosstales.BWF.EditorUtil.EditorHelper  │
└─────────────────────────────────────────┘
```
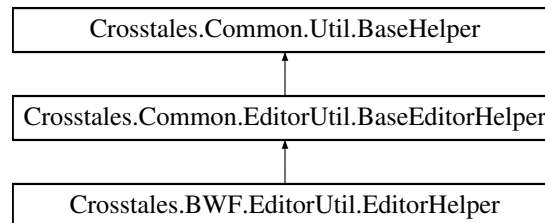
Static Public Member Functions

- static void BWFUnavailable ()

    Shows a "BWF unavailable"-UI.
- static void InstantiatePrefab (string prefabName)

    Instantiates a prefab.

Static Public Attributes

- const int GO_ID = 20

    Start index inside the "GameObject"-menu.
- const int MENU_ID = 10201

    Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Icon_Contains** [get]
- static Texture2D **Icon_Get** [get]
- static Texture2D **Icon_Replace** [get]
- static Texture2D **Icon_Mark** [get]
- static bool isBWFInScene [get]

    Checks if the 'BWF'-prefab is in the scene.

Additional Inherited Members

5.54.1   Detailed Description

Editor helper class.

5.54.2   Member Function Documentation

5.54.2.1   BWFUnavailable()

```
static void Crosstales.BWF.EditorUtil.EditorHelper.BWFUnavailable ( )  [static]
```

Shows a "BWF unavailable"-UI.

5.54.2.2   InstantiatePrefab()

```
static void Crosstales.BWF.EditorUtil.EditorHelper.InstantiatePrefab (
            string prefabName )  [static]
```

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.

5.54.3   Member Data Documentation

5.54.3.1   GO_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.GO_ID = 20  [static]
```

Start index inside the "GameObject"-menu.

5.54.3.2   MENU_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.MENU_ID = 10201  [static]
```

Start index inside the "Tools"-menu.

5.54.4   Property Documentation

5.54.4.1 isBWFInScene

```
bool Crosstales.BWF.EditorUtil.EditorHelper.isBWFInScene  [static], [get]
```

Checks if the 'BWF'-prefab is in the scene.
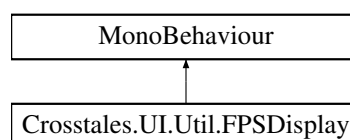
Returns

True if the 'BWF'-prefab is in the scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/$\hookleftarrow$
Util/EditorHelper.cs

5.55   Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

  Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CTReverse (this string str)

  Extension method for strings. Reverses a string.
- static string CTReplace (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Replace'.
- static bool CTEquals (this string str, string toCheck, System.StringComparison comp=System.String$\hookleftarrow$ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Equals'.
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.String$\hookleftarrow$ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Contains'.
- static bool CTContainsAny (this string str, string searchTerms, char splitChar=' ')

  Extension method for strings. Contains any given string.
- static bool CTContainsAll (this string str, string searchTerms, char splitChar=' ')

  Extension method for strings. Contains all given strings.
- static bool CTisNumeric (this string str)

  Extension method for strings. Checks if the string is numeric.
- static void CTShuffle< T > (this T[ ] array, int seed=0)

  Extension method for Arrays. Shuffles an Array.
- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="")

  Extension method for Arrays. Dumps an array to a string.
- static string CTDump (this Quaternion[ ] array)

  Extension method for Quaternion-Arrays. Dumps an array to a string.
- static string CTDump (this Vector2[ ] array)

  Extension method for Vector2-Arrays. Dumps an array to a string.
- static string CTDump (this Vector3[ ] array)

Extension method for Vector3-Arrays. Dumps an array to a string.

• static string CTDump (this Vector4[ ] array)

   Extension method for Vector4-Arrays. Dumps an array to a string.

• static string[ ] CTToString< T > (this T[ ] array)

   Extension method for Arrays. Generates a string array with all entries (via ToString).

• static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)

   Extension method for IList. Shuffles a List.

• static string CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")

   Extension method for IList. Dumps a list to a string.

• static string CTDump (this System.Collections.Generic.IList< Quaternion > list)

   Extension method for Quaternion-IList. Dumps a list to a string.

• static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

   Extension method for Vector2-IList. Dumps a list to a string.

• static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

   Extension method for Vector3-IList. Dumps a list to a string.

• static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

   Extension method for Vector4-IList. Dumps a list to a string.

• static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

   Extension method for IList. Generates a string list with all entries (via ToString).

• static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")

   Extension method for IDictionary. Dumps a dictionary to a string.

• static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.←
   Collections.Generic.IDictionary< K, V > collection)

   Extension method for IDictionary. Adds a dictionary to an existing one.

• static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

   Extension method for Renderer. Determines if the renderer is visible from a certain camera.

• static Transform CTDeepSearch (Transform parent, string name)

   Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

5.55.1 Detailed Description

Various extension methods.

5.55.2 Member Function Documentation

5.55.2.1 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
          this System.Collections.Generic.IDictionary< K, V > source,
          System.Collections.Generic.IDictionary< K, V > collection )  [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

source	IDictionary-instance.
collection	Dictionary to add.

5.55.2.2   CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Case insensitive 'Contains'.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.55.2.3   CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
            this string str,
            string searchTerms,
            char splitChar = ' ' )  [static]
```

Extension method for strings. Contains all given strings.

Parameters

str	String-instance.
searchTerms	Search terms separated by the given split-character.
splitChar	Split-character (default: ' ', optional)

Returns

True if the string contains all parts of the given string.

5.55.2.4   CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
            this string str,
            string searchTerms,
            char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

str	String-instance.
searchTerms	Search terms separated by the given split-character.
splitChar	Split-character (default: ' ', optional)

Returns

   True if the string contains any parts of the given string.

5.55.2.5   CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
            Transform parent,
            string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

parent	Parent of the current children.
name	Name of the transform.

Returns

   True if the renderer is visible by the given camera.

5.55.2.6   CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Quaternion[] array ) [static]
```

Extension method for Quaternion-Arrays. Dumps an array to a string.

Parameters

array	Quaternion-Array-instance to dump.

Returns

String with lines for all array entries.

5.55.2.7 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Quaternion > list )  [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.55.2.8 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector2 > list )  [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.55.2.9 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector3 > list )  [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.55.2.10   CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector4 > list )  [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.55.2.11   CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Vector2[] array )  [static]
```

Extension method for Vector2-Arrays. Dumps an array to a string.

Parameters

array	Vector2-Array-instance to dump.

Returns

String with lines for all array entries.

5.55.2.12   CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Vector3[] array )  [static]
```

Extension method for Vector3-Arrays. Dumps an array to a string.

Parameters

array	Vector3-Array-instance to dump.

Returns

String with lines for all array entries.

5.55.2.13 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Vector4[] array )  [static]
```

Extension method for Vector4-Arrays. Dumps an array to a string.

Parameters

array	Vector4-Array-instance to dump.

Returns

String with lines for all array entries.

5.55.2.14 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
            string prefix = "",
            string postfix = "" )  [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

dict	IDictionary-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

5.55.2.15   CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this System.Collections.Generic.IList< T > list,
            string prefix = "",
            string postfix = "" )  [static]
```

Extension method for IList. Dumps a list to a string.

Parameters

list	IList-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all list entries.

5.55.2.16   CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this T[] array,
            string prefix = "",
            string postfix = "" )  [static]
```

Extension method for Arrays. Dumps an array to a string.

Parameters

array	Array-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.55.2.17   CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Case insensitive 'Equals'.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.55.2.18   CTisNumeric()

```
static bool Crosstales.ExtensionMethods.CTisNumeric (
            this string str )  [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.55.2.19   CTIsVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (
            this Renderer renderer,
            Camera camera )  [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

renderer	Renderer to test the visibility.
camera	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.55.2.20   CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (
            this string str,
            string oldString,
            string newString,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

str	String-instance.
oldString	String to replace.
newString	New replacement string.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.55.2.21   CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (
            this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.55.2.22   CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
            this System.Collections.Generic.IList< T > list,
            int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

list	IList-instance to shuffle.
seed	Seed for the PRNG (default: 0 (=standard), optional)

5.55.2.23 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
          this T[] array,
          int seed = 0 )  [static]
```

Extension method for Arrays. Shuffles an Array.

Parameters

array	Array-instance to shuffle.
seed	Seed for the PRNG (default: 0 (=standard), optional)

5.55.2.24 CTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (
          this System.Collections.Generic.IList< T > list )  [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.55.2.25 CTToString< T >() [2/2]

```
static string [] Crosstales.ExtensionMethods.CTToString< T > (
          this T[] array )  [static]
```

Extension method for Arrays. Generates a string array with all entries (via ToString).

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.55.2.26 CTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTToTitleCase (
            this string str )  [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

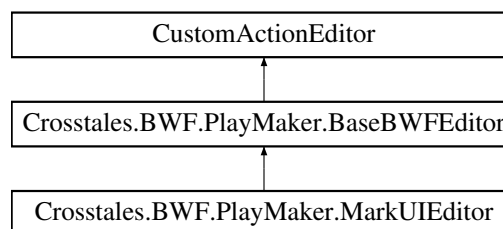|	
str	String-instance.

Returns

Converted string in title case.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Extension↩
  Methods.cs

5.56 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:

MonoBehaviour

Crosstales.Common.Util.FFTAnalyzer
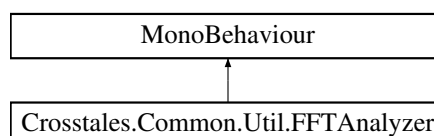
Public Member Functions

- void **Update** ()

Public Attributes

- float[ ] Samples = new float[256]

  Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int Channel = 0

  summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.56.1 Detailed Description

FFT analyzer for an audio channel.

5.56.2 Member Data Documentation

5.56.2.1 Channel

```
int Crosstales.Common.Util.FFTAnalyzer.Channel = 0
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.56.2.2 Samples

```
float [ ] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FFT↩
  Analyzer.cs

5.57 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:

Public Member Functions

- void **Update** ()

Public Attributes

- Text FPS

  Text component to display the FPS.

5.57.1   Detailed Description

Simple FPS-Counter.

5.57.2   Member Data Documentation

5.57.2.1   FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/F↩
  PSDisplay.cs

5.58   Crosstales.Common.Util.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Util.FreeCam:

```
┌─────────────────────────────────────┐
│           MonoBehaviour              │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│   Crosstales.Common.Util.FreeCam     │
└─────────────────────────────────────┘
```
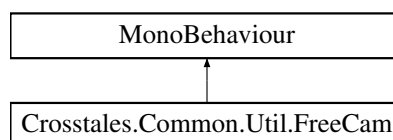
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void StartLooking ()

  Enable free looking.
- void StopLooking ()

  Disable free looking.

Public Attributes

- float MovementSpeed = 10f

    Normal speed of camera movement.
- float FastMovementSpeed = 100f

    Speed of camera movement when shift is held down.
- float FreeLookSensitivity = 3f

    Sensitivity for free look.
- float ZoomSensitivity = 10f

    Amount to zoom the camera when using the mouse wheel.
- float FastZoomSensitivity = 50f

    Amount to zoom the camera when using the mouse wheel (fast mode).

5.58.1   Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

5.58.2   Member Function Documentation

5.58.2.1   StartLooking()

```
void Crosstales.Common.Util.FreeCam.StartLooking ( )
```

Enable free looking.

5.58.2.2   StopLooking()

```
void Crosstales.Common.Util.FreeCam.StopLooking ( )
```

Disable free looking.

5.58.3   Member Data Documentation

5.58.3.1 FastMovementSpeed

```
float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

5.58.3.2 FastZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

5.58.3.3 FreeLookSensitivity

```
float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

5.58.3.4 MovementSpeed

```
float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

5.58.3.5 ZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f
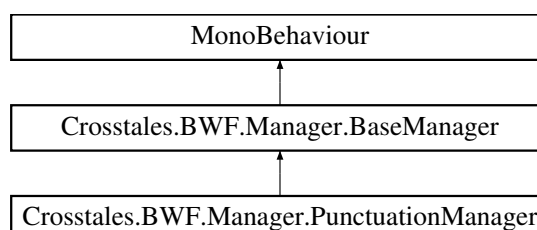```

Amount to zoom the camera when using the mouse wheel.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Free↩
  Cam.cs

---

## 5.59   Crosstales.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstales.BWF.Demo.GUIMain:

```
┌─────────────────────────────────────────┐
│           MonoBehaviour                  │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│     Crosstales.BWF.Demo.GUIMain          │
└─────────────────────────────────────────┘
```
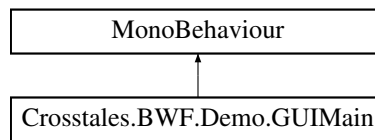
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **TestChanged** (bool val)
- void **ReplaceChanged** (bool val)
- void **BadwordChanged** (bool val)
- void **DomainChanged** (bool val)
- void **CapitalizationChanged** (bool val)
- void **PunctuationChanged** (bool val)
- void **LeetChanged** (bool val)
- void **SimpleChanged** (bool val)
- void **FullscreenChanged** (bool val)
- void **Test** ()
- void **Replace** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace** = false
- bool **ReplaceLeet** = true
- bool **SimpleCheck** = true
- float **IntervalCheck** = 0.5f
- float **IntervalReplace** = 0.5f
- InputField **Text**
- Text **OutputText**
- Text **BadWordList**
- Text **BadWordCounter**
- Text **Name**
- Text **Version**
- Text **Scene**
- Toggle **TestEnabled**
- Toggle **ReplaceEnabled**
- Toggle **Badword**
- Toggle **Domain**
- Toggle **Capitalization**
- Toggle **Punctuation**

- InputField **BadwordReplaceChars**
- InputField **DomainReplaceChars**
- InputField **CapsTrigger**
- InputField **PuncTrigger**
- Toggle **LeetReplace**
- Toggle **SimpleCheckToggle**
- Image **BadWordListImage**
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- Model.ManagerMask **BadwordManager** = Model.ManagerMask.BadWord
- Model.ManagerMask **DomManager** = Model.ManagerMask.Domain
- Model.ManagerMask **CapsManager** = Model.ManagerMask.Capitalization
- Model.ManagerMask **PuncManager** = Model.ManagerMask.Punctuation
- System.Collections.Generic.List< string > **Sources** = new System.Collections.Generic.List<string>(30)

5.59.1   Detailed Description

Main GUI controller.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Demo/↩
Scripts/GUIMain.cs

5.60   Crosstales.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstales.BWF.Demo.GUISource:

```
                    ┌─────────────────────────────────┐
                    │         MonoBehaviour           │
                    └─────────────────────────────────┘
                                    ▲
                    ┌─────────────────────────────────┐
                    │  Crosstales.BWF.Demo.GUISource  │
                    └─────────────────────────────────┘
```
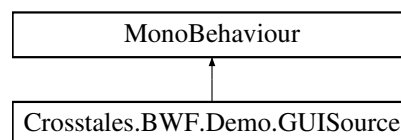
Public Member Functions

- void **Start** ()

Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- GUIMain **GuiMain**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)

5.60.1   Detailed Description

Generates a scrollable list of sources.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Demo/↩
Scripts/GUISource.cs

5.61   Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.BWF.Util.Helper:

```
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.BaseHelper       │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│     Crosstales.BWF.Util.Helper           │
└─────────────────────────────────────────┘
```
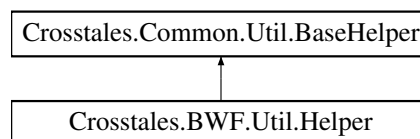
Static Public Member Functions

- static void **CreateSource** ()

Properties

- static bool isSupportedPlatform `[get]`
    Checks if the current platform is supported.

Additional Inherited Members

5.61.1   Detailed Description

Various helper functions.

5.61.2   Property Documentation

5.61.2.1 isSupportedPlatform

```
bool Crosstales.BWF.Util.Helper.isSupportedPlatform [static], [get]
```

Checks if the current platform is supported.

Returns

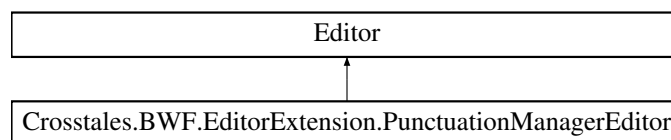True if the current platform is supported.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
  Util/Helper.cs

5.62   Crosstales.BWF.Filter.IFilter Interface Reference

Interface for all filters.

Inheritance diagram for Crosstales.BWF.Filter.IFilter:

```
                         ┌─────────────────────────────┐
                         │ Crosstales.BWF.Filter.IFilter│
                         └─────────────────────────────┘
                                       ▲
                         ┌─────────────────────────────┐
                         │Crosstales.BWF.Filter.BaseFilter│
                         └─────────────────────────────┘
                                       ▲
   ┌───────────────────────┬───────────┴────────────┬───────────────────────────┐
┌──────────────────────────┐┌──────────────────────────────┐┌──────────────────────────┐┌──────────────────────────────┐
│Crosstales.BWF.Filter.BadWordFilter││Crosstales.BWF.Filter.CapitalizationFilter││Crosstales.BWF.Filter.DomainFilter││Crosstales.BWF.Filter.PunctuationFilter│
└──────────────────────────┘└──────────────────────────────┘└──────────────────────────┘└──────────────────────────────┘
```
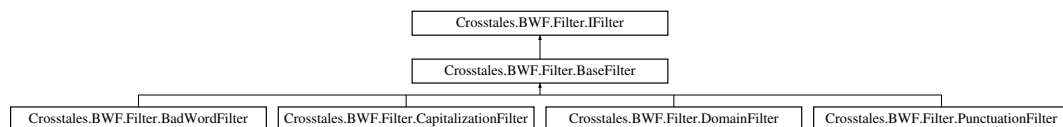
Public Member Functions

- bool Contains (string text, params string[ ] sourceNames)

  Searches for bad words in a text.
- System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  Searches for bad words in a text.
- string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] source↩
  Names)

  Searches and replaces all bad words in a text.
- string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>",
  params string[ ] sourceNames)

  Marks the text with a prefix and postfix.
- string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.

Properties

- System.Collections.Generic.List< Data.Source > Sources   [get]

  All sources of the current filter.
- bool isReady   [get]

  Checks the readiness status of the current filter.

5.62.1 Detailed Description

Interface for all filters.

5.62.2 Member Function Documentation

5.62.2.1 Contains()

```
bool Crosstales.BWF.Filter.IFilter.Contains (
            string text,
            params string[] sourceNames )
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

    True if a match was found

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.CapitalizationFilter, Crosstales.BWF.Filter.PunctuationFilter, and Crosstales.BWF.Filter.BaseFilter.

5.62.2.2 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Filter.IFilter.GetAll (
            string text,
            params string[] sourceNames )
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

    List with all the matches

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.CapitalizationFilter, Crosstales.BWF.Filter.PunctuationFilter, and Crosstales.BWF.Filter.BaseFilter.

5.62.2.3 Mark()

```
string Crosstales.BWF.Filter.IFilter.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>",
            params string[] sourceNames )
```

Marks the text with a prefix and postfix.

Parameters

text	Text containing bad words
replace	Replace the bad words (default: false, optional)
prefix	Prefix for every found bad word (default: bold and red, optional)
postfix	Postfix for every found bad word (default: bold and red, optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

Implemented in Crosstales.BWF.Filter.BaseFilter.

5.62.2.4 ReplaceAll()

```
string Crosstales.BWF.Filter.IFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )
```

Searches and replaces all bad words in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

> Clean text

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.PunctuationFilter, Crosstales.BWF.Filter.CapitalizationFilter, and Crosstales.BWF.Filter.BaseFilter.

5.62.2.5   Unmark()

```
string Crosstales.BWF.Filter.IFilter.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked bad words
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)

Returns

> Text with marked bad words

Implemented in Crosstales.BWF.Filter.BaseFilter.

5.62.3   Property Documentation

5.62.3.1   isReady

```
bool Crosstales.BWF.Filter.IFilter.isReady  [get]
```

Checks the readiness status of the current filter.

Returns

> True if the filter is ready.

5.62.3.2   Sources

System.Collections.Generic.List<Data.Source> Crosstales.BWF.Filter.IFilter.Sources [get]

All sources of the current filter.

Returns

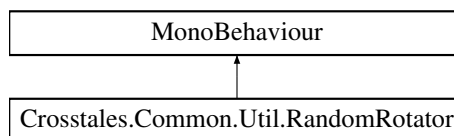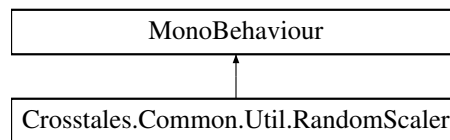List with all sources for the current filter

The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↩
  Filter/IFilter.cs

5.63   Crosstales.BWF.Provider.IProvider Interface Reference

Interface for all providers.

Inheritance diagram for Crosstales.BWF.Provider.IProvider:

```
┌─────────────────────────────────────────┐
│     Crosstales.BWF.Provider.IProvider    │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│    Crosstales.BWF.Provider.BaseProvider  │
└─────────────────────────────────────────┘
                     ▲
      ┌──────────────┴───────────────┐
┌──────────────────────────────┐  ┌──────────────────────────────┐
│ Crosstales.BWF.Provider.      │  │ Crosstales.BWF.Provider.      │
│ BadWordProvider               │  │ DomainProvider                │
└──────────────────────────────┘  └──────────────────────────────┘
              ▲                                  ▲
┌──────────────────────────────┐  ┌──────────────────────────────┐
│ Crosstales.BWF.Provider.      │  │ Crosstales.BWF.Provider.      │
│ BadWordProviderText           │  │ DomainProviderText            │
└──────────────────────────────┘  └──────────────────────────────┘
```
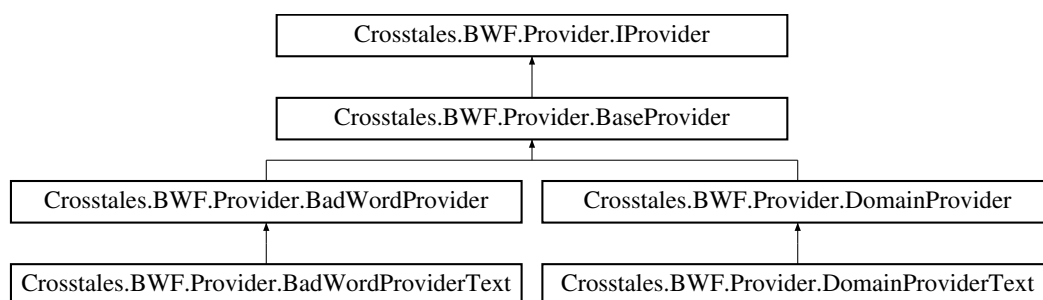
Public Member Functions

- void Load ()
    Loads all sources.
- void Save ()
    Saves all sources.

Properties

- bool isReady [get, set]
    Checks the readiness status of the provider.

5.63.1   Detailed Description

Interface for all providers.

5.63.2 Member Function Documentation

5.63.2.1 Load()

```
void Crosstales.BWF.Provider.IProvider.Load ( )
```

Loads all sources.

Implemented in Crosstales.BWF.Provider.BadWordProvider, Crosstales.BWF.Provider.BaseProvider, Crosstales.BWF.Provider.Domai Crosstales.BWF.Provider.BadWordProviderText, and Crosstales.BWF.Provider.DomainProviderText.

5.63.2.2 Save()

```
void Crosstales.BWF.Provider.IProvider.Save ( )
```

Saves all sources.

Implemented in Crosstales.BWF.Provider.BadWordProviderText, Crosstales.BWF.Provider.DomainProviderText, and Crosstales.BWF.Provider.BaseProvider.

5.63.3 Property Documentation

5.63.3.1 isReady

```
bool Crosstales.BWF.Provider.IProvider.isReady  [get], [set]
```

Checks the readiness status of the provider.

Returns

True if the provider is ready.

The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←
  Provider/IProvider.cs

5.64 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.64.1 Detailed Description

Show the configuration window on the first launch.
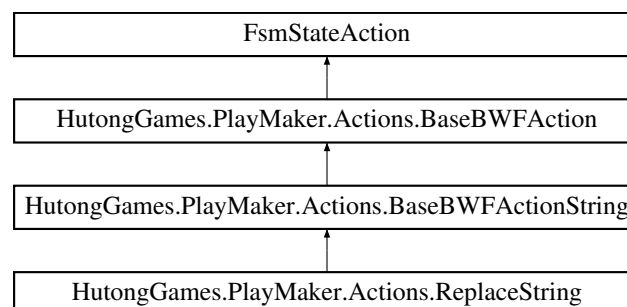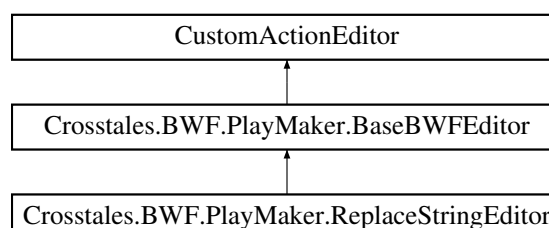
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←
  Task/Launch.cs

5.65 HutongGames.PlayMaker.Actions.MarkString Class Reference

Mark-action for strings in [PlayMaker].

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkString:

```
                    ┌──────────────────────────────┐
                    │        FsmStateAction          │
                    └──────────────────────────────┘
                                  ▲
       ┌──────────────────────────────────────────────────┐
       │  HutongGames.PlayMaker.Actions.BaseBWFAction      │
       └──────────────────────────────────────────────────┘
                                  ▲
       ┌──────────────────────────────────────────────────┐
       │ HutongGames.PlayMaker.Actions.BaseBWFActionString │
       └──────────────────────────────────────────────────┘
                                  ▲
       ┌──────────────────────────────────────────────────┐
       │   HutongGames.PlayMaker.Actions.MarkString        │
       └──────────────────────────────────────────────────┘
```
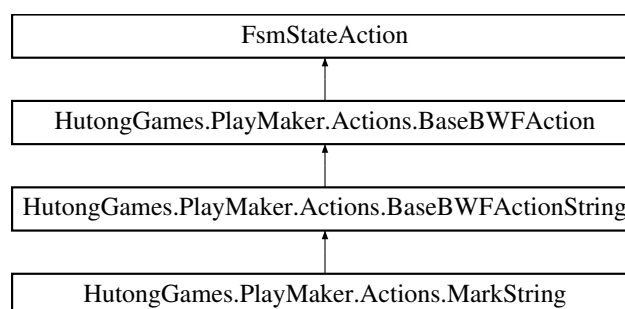
Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Additional Inherited Members

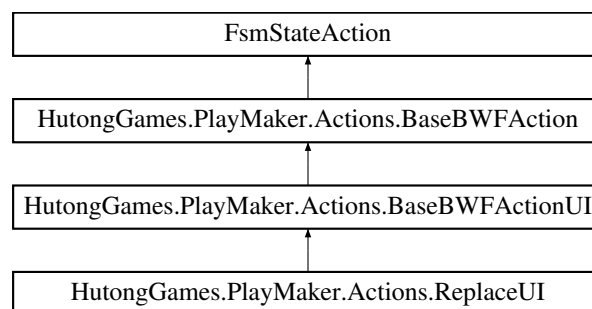### 5.65.1 Detailed Description

Mark-action for strings in [PlayMaker].

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/←
  PlayMaker/Scripts/MarkString.cs

5.66 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:

```
┌─────────────────────────────────────────────────┐
│              CustomActionEditor                  │
└─────────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────────┐
│      Crosstales.BWF.PlayMaker.BaseBWFEditor      │
└─────────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────────┐
│     Crosstales.BWF.PlayMaker.MarkStringEditor    │
└─────────────────────────────────────────────────┘
```
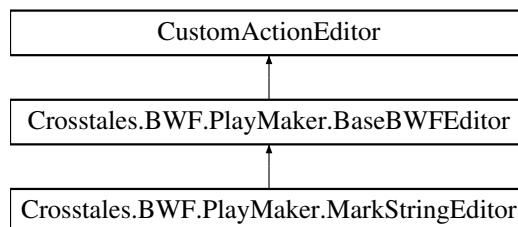
Additional Inherited Members

5.66.1 Detailed Description

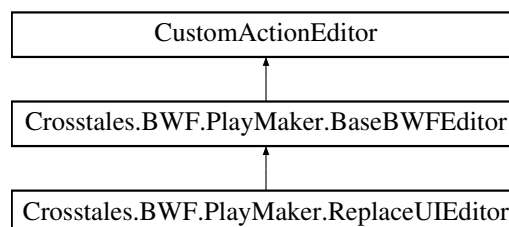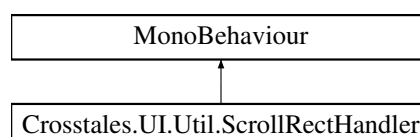Custom editor for the MarkString-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
  PlayMaker/Editor/MarkStringEditor.cs

5.67 HutongGames.PlayMaker.Actions.MarkUI Class Reference

Mark-action for UI-elements in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkUI:

```
┌─────────────────────────────────────────────────┐
│                 FsmStateAction                   │
└─────────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────────┐
│    HutongGames.PlayMaker.Actions.BaseBWFAction   │
└─────────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.BaseBWFActionUI  │
└─────────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.MarkUI        │
└─────────────────────────────────────────────────┘
```
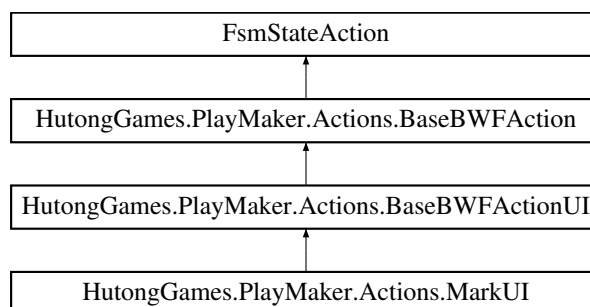
Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Additional Inherited Members

5.67.1   Detailed Description

Mark-action for UI-elements in [PlayMaker].

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
  PlayMaker/Scripts/MarkUI.cs

5.68   Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:

```
                  ┌──────────────────────────────────┐
                  │        CustomActionEditor         │
                  └──────────────────────────────────┘
                                    ▲
                  ┌──────────────────────────────────┐
                  │ Crosstales.BWF.PlayMaker.BaseBWFEditor │
                  └──────────────────────────────────┘
                                    ▲
                  ┌──────────────────────────────────┐
                  │ Crosstales.BWF.PlayMaker.MarkUIEditor │
                  └──────────────────────────────────┘
```

Additional Inherited Members

5.68.1   Detailed Description

Custom editor for the MarkUI-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
  PlayMaker/Editor/MarkUIEditor.cs

5.69   Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.69.1   Detailed Description

Checks if a 'Happy new year'-message must be displayed.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/NY↩
  Check.cs

5.70 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                 │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.Common.Util.PlatformController  │
└─────────────────────────────────────────────┘
```
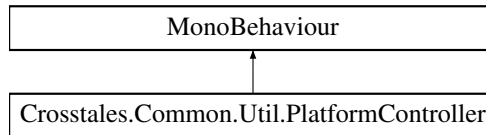
Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > Platforms
    Selected platforms for the controller.
- bool Active = true
    summary>Selected objects for the controller.
- GameObject[ ] **Objects**

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.70.1 Detailed Description

Enables or disable game objects for a given platform.

5.70.2 Member Data Documentation

5.70.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.70.2.2 Platforms

```
System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.↩
Platforms
```

Selected platforms for the controller.

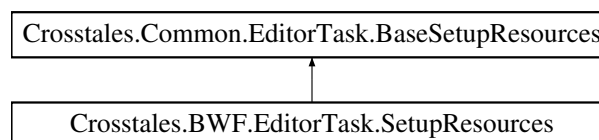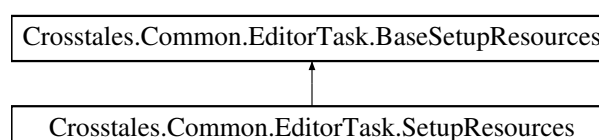summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).
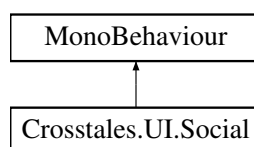
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Platform↩
Controller.cs

5.71 Crosstales.BWF.Filter.PunctuationFilter Class Reference

Filter for excessive punctuation. The class can also replace all punctuations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.PunctuationFilter:

```
┌─────────────────────────────────────┐
│   Crosstales.BWF.Filter.IFilter      │
└─────────────────────────────────────┘
                   ↑
┌─────────────────────────────────────┐
│   Crosstales.BWF.Filter.BaseFilter   │
└─────────────────────────────────────┘
                   ↑
┌─────────────────────────────────────────┐
│ Crosstales.BWF.Filter.PunctuationFilter │
└─────────────────────────────────────────┘
```
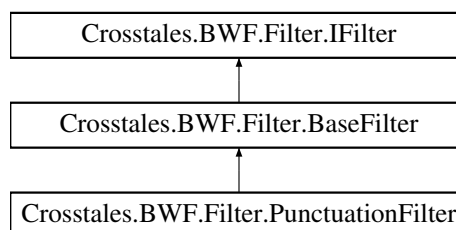
Public Member Functions

- PunctuationFilter (int punctuationCharacterNumber)

    Instantiate the class.
- override bool Contains (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

    Searches for bad words in a text.
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ]
sourceNames)

    Searches and replaces all bad words in a text.

Properties

- System.Text.RegularExpressions.Regex RegularExpression `[get]`

    RegEx to find excessive punctuation.
- int?? CharacterNumber `[get, set]`

    Defines the number of allowed punctuations in a row.
- override bool isReady `[get]`

    Checks the readiness status of the filter.

Additional Inherited Members

5.71.1   Detailed Description

Filter for excessive punctuation. The class can also replace all punctuations inside a string.

5.71.2   Constructor & Destructor Documentation

5.71.2.1   PunctuationFilter()

```
Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter (
            int punctuationCharacterNumber )
```

Instantiate the class.

Parameters

punctuationCharacterNumber	Defines the number of allowed punctuations in a row.

5.71.3   Member Function Documentation

5.71.3.1   Contains()

```
override bool Crosstales.BWF.Filter.PunctuationFilter.Contains (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.71.3.2   GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.PunctuationFilter.Get↩
All (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

Parameters

text	Text to check
sourceNames	Relevant sources (e.g. "english", optional)

Returns

   List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.71.3.3   ReplaceAll()

```
override string Crosstales.BWF.Filter.PunctuationFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)
sourceNames	Relevant sources (e.g. "english", optional)

Returns

   Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.71.4   Property Documentation

5.71.4.1 CharacterNumber

`int?? Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber [get], [set]`

Defines the number of allowed punctuations in a row.

5.71.4.2 isReady

`override bool Crosstales.BWF.Filter.PunctuationFilter.isReady [get]`

Checks the readiness status of the filter.

Returns

True if the filter is ready.

5.71.4.3 RegularExpression

`System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.PunctuationFilter.RegularExpression [get]`
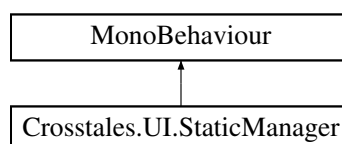
RegEx to find excessive punctuation.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←─
  Filter/PunctuationFilter.cs

5.72 Crosstales.BWF.Manager.PunctuationManager Class Reference

Manager for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:

```
            ┌─────────────────────────────────────────────┐
            │                MonoBehaviour                │
            └─────────────────────────────────────────────┘
                                  ▲
            ┌─────────────────────────────────────────────┐
            │     Crosstales.BWF.Manager.BaseManager      │
            └─────────────────────────────────────────────┘
                                  ▲
            ┌─────────────────────────────────────────────┐
            │  Crosstales.BWF.Manager.PunctuationManager  │
            └─────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

Static Public Member Functions

- static void Reset ()

  Resets this object.
- static void Load ()

  Loads the current filter with all settings from this object.
- static bool Contains (string text)

  Searches for excessive punctuations in a text.
- static void ContainsMT (out bool result, string text)

  Searches for excessive punctuations in a text (call as thread).
- static System.Collections.Generic.List< string > GetAll (string text)

  Searches for excessive punctuations in a text.
- static void GetAllMT (out System.Collections.Generic.List< string > result, string text)

  Searches for excessive punctuations in a text (call as thread).
- static string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="")

  Searches and replaces all excessive punctuations in a text.
- static void ReplaceAllMT (out string result, string text, bool markOnly=false, string prefix="", string postfix="")

  Searches and replaces all excessive punctuations in a text (call as thread).
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.
- static string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")

  Marks the text with a prefix and postfix.

Public Attributes

- int PunctuationCharsNumber = 3

  Defines the number of allowed punctuation letters in a row (default: 3).

Properties

- static int? CharacterNumber `[get, set]`

  Defines the number of allowed punctuation letters in a row.
- static bool isReady `[get]`

  Checks the readiness status of the manager.

5.72.1   Detailed Description

Manager for excessive punctuation.

5.72.2   Member Function Documentation

5.72.2.1   Contains()

```
static bool Crosstales.BWF.Manager.PunctuationManager.Contains (
            string text )  [static]
```

Searches for excessive punctuations in a text.

Parameters

text	Text to check

Returns

True if a match was found

5.72.2.2 ContainsMT()

```
static void Crosstales.BWF.Manager.PunctuationManager.ContainsMT (
            out bool result,
            string text ) [static]
```

Searches for excessive punctuations in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
text	Text to check

Returns

True if a match was found

5.72.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.PunctuationManager.Get↩
All (
            string text ) [static]
```

Searches for excessive punctuations in a text.

Parameters

text	Text to check

Returns

List with all the matches

5.72.2.4   GetAllMT()

```
static void Crosstales.BWF.Manager.PunctuationManager.GetAllMT (
            out System.Collections.Generic.List< string > result,
            string text ) [static]
```

Searches for excessive punctuations in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
text	Text to check

5.72.2.5   Load()

```
static void Crosstales.BWF.Manager.PunctuationManager.Load ( ) [static]
```

Loads the current filter with all settings from this object.

5.72.2.6   Mark()

```
static string Crosstales.BWF.Manager.PunctuationManager.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" ) [static]
```

Marks the text with a prefix and postfix.

Parameters

text	Text containing excessive punctuations
replace	Replace the excessive punctuations (default: false, optional)
prefix	Prefix for every found punctuation (default: bold and red, optional)
postfix	Postfix for every found punctuation (default: bold and red, optional)

Returns

Text with marked excessive punctuations

5.72.2.7   ReplaceAll()

```
static string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll (
            string text,
```

```
          bool markOnly = false,
          string prefix = "",
          string postfix = "" ) [static]
```

Searches and replaces all excessive punctuations in a text.

Parameters

text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found punctuation (optional)
postfix	Postfix for every found punctuation (optional)

Returns

    Clean text

5.72.2.8 ReplaceAllMT()

```
static void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllMT (
          out string result,
          string text,
          bool markOnly = false,
          string prefix = "",
          string postfix = "" ) [static]
```

Searches and replaces all excessive punctuations in a text (call as thread).

Parameters

result	out-parameter: clean text
text	Text to check
markOnly	Only mark the words (default: false, optional)
prefix	Prefix for every found punctuation (optional)
postfix	Postfix for every found punctuation (optional)

5.72.2.9 Reset()

```
static void Crosstales.BWF.Manager.PunctuationManager.Reset ( ) [static]
```

Resets this object.

5.72.2.10   Unmark()

```
static string Crosstales.BWF.Manager.PunctuationManager.Unmark (
          string text,
          string prefix = "<b><color=red>",
          string postfix = "</color></b>" )  [static]
```

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked excessive punctuations
prefix	Prefix for every found punctuation (default: bold and red, optional)
postfix	Postfix for every found punctuation (default: bold and red, optional)

Returns

Text with unmarked excessive punctuations

5.72.3   Member Data Documentation

5.72.3.1   PunctuationCharsNumber

```
int Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber = 3
```

Defines the number of allowed punctuation letters in a row (default: 3).

5.72.4   Property Documentation

5.72.4.1   CharacterNumber

```
int?  Crosstales.BWF.Manager.PunctuationManager.CharacterNumber  [static], [get], [set]
```

Defines the number of allowed punctuation letters in a row.

bool Crosstales.BWF.Manager.PunctuationManager.isReady [static], [get]

Checks the readiness status of the manager.

Returns

True if the manager is ready.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←↩
  Manager/PunctuationManager.cs

5.73 Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.PunctuationManagerEditor:

```
+-----------------------------------------------------------+
|                          Editor                           |
+-----------------------------------------------------------+
                             ▲
                             |
+-----------------------------------------------------------+
| Crosstales.BWF.EditorExtension.PunctuationManagerEditor   |
+-----------------------------------------------------------+
```

Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.73.1 Detailed Description
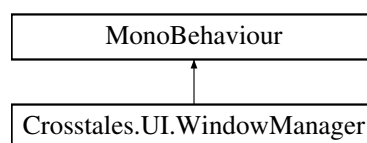
Custom editor for the 'PunctuationManager'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/←↩
  Extension/PunctuationManagerEditor.cs

5.74 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:
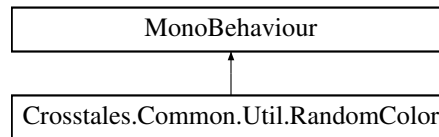
```
┌─────────────────────────────────────┐
│          MonoBehaviour              │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│ Crosstales.Common.Util.RandomColor  │
└─────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool [UseInterval] = true

    Use intervals to change the color (default: true).
- Vector2 [ChangeInterval] = new Vector2(5, 10)

    summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 [HueRange] = new Vector2(0f, 1f)

    summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [SaturationRange] = new Vector2(1f, 1f)

    summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [ValueRange] = new Vector2(1f, 1f)

    summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [AlphaRange] = new Vector2(1f, 1f)

    summary>Use gray scale colors (default: false).
- bool [GrayScale] = false

    summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material [Material]

    summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.74.1 Detailed Description

Random color changer.

5.74.2 Member Data Documentation

5.74.2.1   AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.74.2.2   ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.74.2.3   GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale = false
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.74.2.4   HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.74.2.5   Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.74.2.6   SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.74.2.7 UseInterval

`bool Crosstales.Common.Util.RandomColor.UseInterval = true`

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.74.2.8 ValueRange

`Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)`

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Random↩
  Color.cs

5.75 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│   Crosstales.Common.Util.RandomRotator       │
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool UseInterval = true

    Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

    summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

    summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

    summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.75.1 Detailed Description

Random rotation changer.

5.75.2 Member Data Documentation

5.75.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.75.2.2 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.75.2.3 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.75.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Random↩
  Rotator.cs

5.76 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:

```
┌──────────────────────────────────────────┐
│              MonoBehaviour                 │
└──────────────────────────────────────────┘
                    ▲
                    │
┌──────────────────────────────────────────┐
│  Crosstales.Common.Util.RandomScaler       │
└──────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool UseInterval = true

  Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

  summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

  summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

  summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.76.1 Detailed Description

Random scale changer.

5.76.2 Member Data Documentation

5.76.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.76.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.76.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.76.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.76.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Random↩
  Scaler.cs

5.77 HutongGames.PlayMaker.Actions.ReplaceString Class Reference

Replace-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceString:

Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmBool ReplaceInput = true

  Replace the input text with the replaced string (default: true).

Additional Inherited Members

5.77.1 Detailed Description

Replace-action for strings in PlayMaker.

5.77.2 Member Data Documentation

5.77.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
  PlayMaker/Scripts/ReplaceString.cs

5.78 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:

```
┌─────────────────────────────────────────────┐
│              CustomActionEditor              │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│    Crosstales.BWF.PlayMaker.BaseBWFEditor    │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│ Crosstales.BWF.PlayMaker.ReplaceStringEditor │
└─────────────────────────────────────────────┘
```

Additional Inherited Members

5.78.1 Detailed Description

Custom editor for the ReplaceString-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩
  PlayMaker/Editor/ReplaceStringEditor.cs

5.79 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference

Replace-action for UI-elements in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceUI:

```
┌─────────────────────────────────────────────────────┐
│                   FsmStateAction                    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│       HutongGames.PlayMaker.Actions.BaseBWFAction    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.BaseBWFActionUI   │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│       HutongGames.PlayMaker.Actions.ReplaceUI        │
└─────────────────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmBool ReplaceInput = true
    Replace the input text with the replaced string (default: true).

Additional Inherited Members

5.79.1 Detailed Description

Replace-action for UI-elements in PlayMaker.

5.79.2 Member Data Documentation

5.79.2.1 ReplaceInput

`FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true`

Replace the input text with the replaced string (default: true).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩ PlayMaker/Scripts/ReplaceUI.cs

5.80 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:

```
        ┌─────────────────────────────────────────────┐
        │             CustomActionEditor              │
        └─────────────────────────────────────────────┘
                             ▲
        ┌─────────────────────────────────────────────┐
        │     Crosstales.BWF.PlayMaker.BaseBWFEditor   │
        └─────────────────────────────────────────────┘
                             ▲
        ┌─────────────────────────────────────────────┐
        │   Crosstales.BWF.PlayMaker.ReplaceUIEditor   │
        └─────────────────────────────────────────────┘
```

Additional Inherited Members

5.80.1 Detailed Description

Custom editor for the ReplaceUI-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↩ PlayMaker/Editor/ReplaceUIEditor.cs

5.81 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:

```
        ┌─────────────────────────────────────────────┐
        │               MonoBehaviour                 │
        └─────────────────────────────────────────────┘
                             ▲
        ┌─────────────────────────────────────────────┐
        │     Crosstales.UI.Util.ScrollRectHandler     │
        └─────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.81.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/↩
Util/ScrollRectHandler.cs

5.82 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:
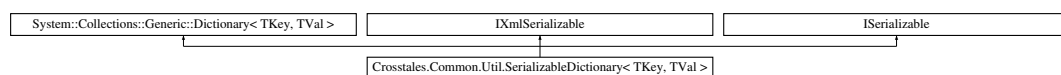
Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.↩
Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.↩
StreamingContext context)

5.82.1   Detailed Description

Serializable Dictionary-class for XML.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Serializable↩
  Dictionary.cs

5.83   Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
    Serialize an object to a byte-array.
- static byte[ ] SerializeToByteArray< T > (T obj)
    Serialize an object to a byte-array.
- static T DeserializeFromFile< T > (string filename)
    Deserialize a binary-file to an object.
- static T DeserializeFromByteArray< T > (byte[ ] data)
    Deserialize a byte-array to an object.

5.83.1   Detailed Description

Serialize and deserialize objects to/from binary files.

5.83.2   Member Function Documentation

5.83.2.1   DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (
            byte[] data )  [static]
```

Deserialize a byte-array to an object.

Parameters

data	Byte-array of the object

5.83.2.2   DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (
          string filename )  [static]
```

Deserialize a binary-file to an object.

Parameters

filename	Binary-file of the object

Returns

Object

5.83.2.3   SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (
          T obj )  [static]
```

Serialize an object to a byte-array.

Parameters

obj	Object to serialize.

Returns

Byte-array of the object

5.83.2.4   SerializeToFile< T >()

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (
          T obj,
          string filename )  [static]
```

Serialize an object to a byte-array.

Parameters

obj	Object to serialize.
filename	Binary-file for the object

Returns

Byte-array of the object

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Serialize↩
  DeSerialize.cs

5.84 Crosstales.BWF.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:

```
┌─────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│    Crosstales.BWF.EditorTask.SetupResources    │
└─────────────────────────────────────────────┘
```

Additional Inherited Members

5.84.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↩
  Task/SetupResources.cs

5.85 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:

```
┌─────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│   Crosstales.Common.EditorTask.SetupResources   │
└─────────────────────────────────────────────┘
```

Additional Inherited Members

5.85.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/Setup↩
  Resources.cs

5.86 Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:

```
        ┌─────────────────────────┐
        │     MonoBehaviour       │
        └─────────────────────────┘
                     ▲
        ┌─────────────────────────┐
        │   Crosstales.UI.Social   │
        └─────────────────────────┘
```

Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.86.1 Detailed Description

Crosstales social media links.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.↩
  cs

5.87 Crosstales.BWF.Data.Source Class Reference

Data definition of a source.

Inheritance diagram for Crosstales.BWF.Data.Source:

```
        ┌─────────────────────────┐
        │     ScriptableObject     │
        └─────────────────────────┘
                     ▲
        ┌─────────────────────────┐
        │ Crosstales.BWF.Data.Source │
        └─────────────────────────┘
```
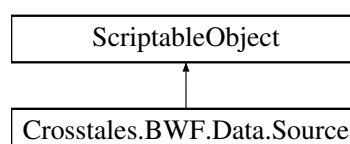
Public Member Functions

- override string **ToString** ()

Public Attributes

- string Name = string.Empty

  Name of the source.
- string Culture = string.Empty

  Culture of the source (ISO 639-1).
- string Description = string.Empty

  Description for the source (optional).
- Sprite Icon

  Icon to represent the source (e.g. country flag, optional)
- string URL = string.Empty

  URL of a text file containing all regular expressions for this source. Add also the protocol-type (' http://', ' file://' etc.).
- TextAsset Resource

  Text file containing all regular expressions for this source.

5.87.1   Detailed Description

Data definition of a source.

5.87.2   Member Data Documentation

5.87.2.1   Culture

```
string Crosstales.BWF.Data.Source.Culture = string.Empty
```

Culture of the source (ISO 639-1).

5.87.2.2   Description

```
string Crosstales.BWF.Data.Source.Description = string.Empty
```

Description for the source (optional).

5.87.2.3 Icon

`Sprite Crosstales.BWF.Data.Source.Icon`

Icon to represent the source (e.g. country flag, optional)

5.87.2.4 Name

`string Crosstales.BWF.Data.Source.Name = string.Empty`

Name of the source.

5.87.2.5 Resource

`TextAsset Crosstales.BWF.Data.Source.Resource`

Text file containing all regular expressions for this source.

5.87.2.6 URL

`string Crosstales.BWF.Data.Source.URL = string.Empty`

URL of a text file containing all regular expressions for this source. Add also the protocol-type (' http://', '
file://' etc.).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/←↩
  Data/Source.cs

5.88   Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for Crosstales.BWF.Demo.SourceEntry:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│  Crosstales.BWF.Demo.SourceEntry    │
└─────────────────────────────────────┘
```
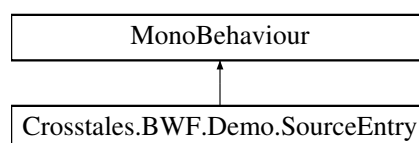
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Click** ()

Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- Data.Source **Source**
- GUIMain **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

5.88.1   Detailed Description

Wrapper for sources.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Demo/↩
Scripts/SourceEntry.cs

5.89   Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:

```
              ┌─────────────────────────────────────────────┐
              │              MonoBehaviour                  │
              └─────────────────────────────────────────────┘
                                   ▲
              ┌─────────────────────────────────────────────┐
              │ Crosstales.Common.Util.SpectrumVisualizer   │
              └─────────────────────────────────────────────┘
```
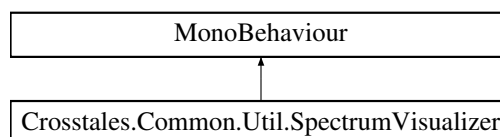
Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- *FFTAnalyzer Analyzer*

    FFT-analyzer with the spectrum data.
- GameObject VisualPrefab

    summary>Width per prefab.
- float Width = 0.075f

    summary>Gain-power for the frequency.
- float Gain = 70f

    summary>Frequency band from left-to-right (default: true).
- bool LeftToRight = true

    summary>Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.89.1 Detailed Description

Simple spectrum visualizer.

5.89.2 Member Data Documentation

5.89.2.1 Analyzer

FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.89.2.2 Gain

float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.89.2.3 LeftToRight

bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true

summary>Opacity of the material of the prefab (default: 1).

5.89.2.4 VisualPrefab

`GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab`

summary>Width per prefab.

5.89.2.5 Width

`float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f`

summary>Gain-power for the frequency.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Spectrum↩
  Visualizer.cs

5.90   Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
┌─────────────────────────────┐
│  Crosstales.UI.StaticManager │
└─────────────────────────────┘
```

Public Member Functions

- void **OpenAssetstore** ()

5.90.1   Detailed Description

Static Button Manager.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Static↩
  Manager.cs

5.91 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:

```
┌─────────────────────────────────────────┐
│             MonoBehaviour                │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│ Crosstales.Common.Util.SurviveSceneSwitch │
└─────────────────────────────────────────┘
```
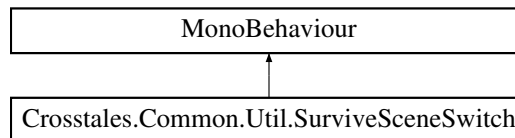
Public Member Functions

- void **OnEnable** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- GameObject[ ] Survivors

  Objects which have to survive a scene switch.
- bool DontDestroy = true

  Don't destroy gameobject during scene switches (default: true).

5.91.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.91.2 Member Data Documentation

5.91.2.1 DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

5.91.2.2 Survivors

`GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors`

Objects which have to survive a scene switch.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/Survive↩
  SceneSwitch.cs

5.92 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│   Crosstales.Common.Util.TakeScreenshot  │
└─────────────────────────────────────────┘
```
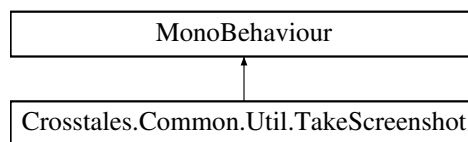
Public Member Functions

- void **Start** ()
- void **Update** ()
- void Capture ()

  Capture the screen.
- void **Start** ()

Public Attributes

- string Prefix = "CT_Screenshot"

  Prefix for the generate file names.
- int Scale = 1

  summary>Key-press to capture the screen (default: F8).
- KeyCode KeyCode = KeyCode.F8

  summary>Show file location (default: true).
- bool **ShowFileLocation** = true

5.92.1 Detailed Description

Take screen shots inside an application.

5.92.2   Member Function Documentation

5.92.2.1   Capture()

```
void Crosstales.Common.Util.TakeScreenshot.Capture ( )
```

Capture the screen.

5.92.3   Member Data Documentation

5.92.3.1   KeyCode

```
KeyCode Crosstales.Common.Util.TakeScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.92.3.2   Prefix

```
string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.92.3.3   Scale

```
int Crosstales.Common.Util.TakeScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/Take←
  Screenshot.cs

5.93   Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:

```
┌─────────────────────┐
│   MonoBehaviour     │
└─────────────────────┘
           ▲
           │
┌─────────────────────┐
│ Crosstales.UI.UIDrag │
└─────────────────────┘
```
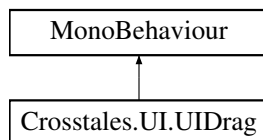
Public Member Functions

- void **Start** ()
- void **OnDrag** ()

5.93.1   Detailed Description

Allow to Drag the Windows around.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Drag.cs

5.94   Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:

```
┌─────────────────────┐
│   MonoBehaviour     │
└─────────────────────┘
           ▲
           │
┌─────────────────────┐
│ Crosstales.UI.UIFocus │
└─────────────────────┘
```
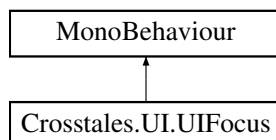
Public Member Functions

- void **Start** ()
- void OnPanelEnter ()

  Panel entered.

Public Attributes

- string ManagerName = "Canvas"

  Name of the gameobject containing the UIWindowManager.

5.94.1 Detailed Description

Change the Focus on from a Window.

5.94.2 Member Function Documentation

5.94.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.94.3 Member Data Documentation

5.94.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the UIWindowManager.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Focus.cs

5.95 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:

```
┌─────────────────────────┐
│     MonoBehaviour       │
└─────────────────────────┘
            ▲
            │
┌─────────────────────────┐
│   Crosstales.UI.UIHint  │
└─────────────────────────┘
```
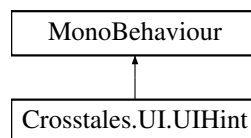
Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group

  Group to fade.

- float Delay = 2f

  Delay in seconds before fading (default: 2).

- float FadeTime = 2f

  Fade time in seconds (default: 2).

- bool Disable = true

  Disable UI element after the fade (default: true).

- bool FadeAtStart = true

  Fade at Start (default: true).

5.95.1   Detailed Description

Controls a UI group (hint).

5.95.2   Member Data Documentation

5.95.2.1   Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.95.2.2   Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable UI element after the fade (default: true).

5.95.2.3   FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.95.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.95.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Hint.cs

5.96 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:

```
┌──────────────────┐  ┌────────────────────┐  ┌──────────────┐
│  MonoBehaviour   │  │ IPointerDownHandler │  │ IDragHandler │
└──────────────────┘  └────────────────────┘  └──────────────┘
        ▲                      ▲                      ▲
        │          ┌───────────────────────┐         │
        └──────────│ Crosstales.UI.UIResize │─────────┘
                   └───────────────────────┘
```
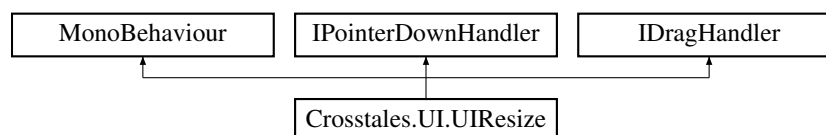
Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

    Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)

    Maximum size of the UI element.

5.96.1 Detailed Description

Resize a UI element.

5.96.2 Member Data Documentation

5.96.2.1 MaxSize

`Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)`

Maximum size of the UI element.

5.96.2.2 MinSize

`Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)`

Minimum size of the UI element.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Resize.cs

5.97 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                  ▲
┌─────────────────────────────────────┐
│   Crosstales.UI.UIWindowManager      │
└─────────────────────────────────────┘
```
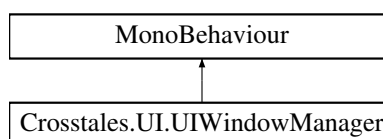
Public Member Functions

- void **Start** ()
- void ChangeState (GameObject active)
  Change the state of all windows.

Public Attributes

- GameObject[ ] Windows
  All Windows of the scene.

5.97.1 Detailed Description

Change the state of all Window panels.

5.97.2 Member Function Documentation

5.97.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
            GameObject active )
```

Change the state of all windows.

Parameters

active	Active window.

5.97.3 Member Data Documentation

5.97.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  WindowManager.cs

5.98 Crosstales.BWF.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out UpdateStatus st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.98.1   Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↩
Task/UpdateCheck.cs

5.99   Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
               ▲
┌─────────────────────────────┐
│ Crosstales.UI.WindowManager │
└─────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()
- void **ClosePanel** ()

Public Attributes

- float Speed = 3f

    Window movement speed (default: 3).

- GameObject[ ] Dependencies

    Dependent GameObjects (active == open).

5.99.1   Detailed Description

Manager for a Window.

5.99.2   Member Data Documentation

5.99.2.1   Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.99.2.2   Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Window←
  Manager.cs

5.100   Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
    Serialize an object to an XML-file.
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)
    Deserialize a XML-file to an object.
- static string SerializeToString< T > (T obj)
    Serialize an object to an XML-string.
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)
    Deserialize a XML-string to an object.
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)
    Deserialize a Unity XML resource (TextAsset) to an object.

5.100.1   Detailed Description

Helper-class for XML.

5.100.2   Member Function Documentation

5.100.2.1   DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
          string filename,
          bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

Object

5.100.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (
          string resourceName,
          bool skipBOM = true )  [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.100.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
          string xmlAsString,
          bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.100.2.4   SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to an XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.100.2.5   SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
            T obj )  [static]
```

Serialize an object to an XML-string.

Parameters

obj	Object to serialize.

Returns

Object as XML-stringValid path

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Xml↩
  Helper.cs

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/en/portfolio/badwordfilter/

6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

6.3 Forum

https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obsc
289960/

6.4 Documentation

https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.
pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Demo

6.6.1 WebGL

http://goo.gl/9WdQjx

6.7   Videos

https://www.youtube.com/c/Crosstales

6.7.1   Promotion

https://youtu.be/pXICeRKaRPM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

6.7.2   Tutorial

https://youtu.be/W8FxFlIObWM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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